FILLING IN THE GAPS FOR OLD SCHOOL GAMERS

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Spring
2013
Issue 4

Classes and Guilds

Guilds, Colleges, and Cabals
Organizations, secret or not?

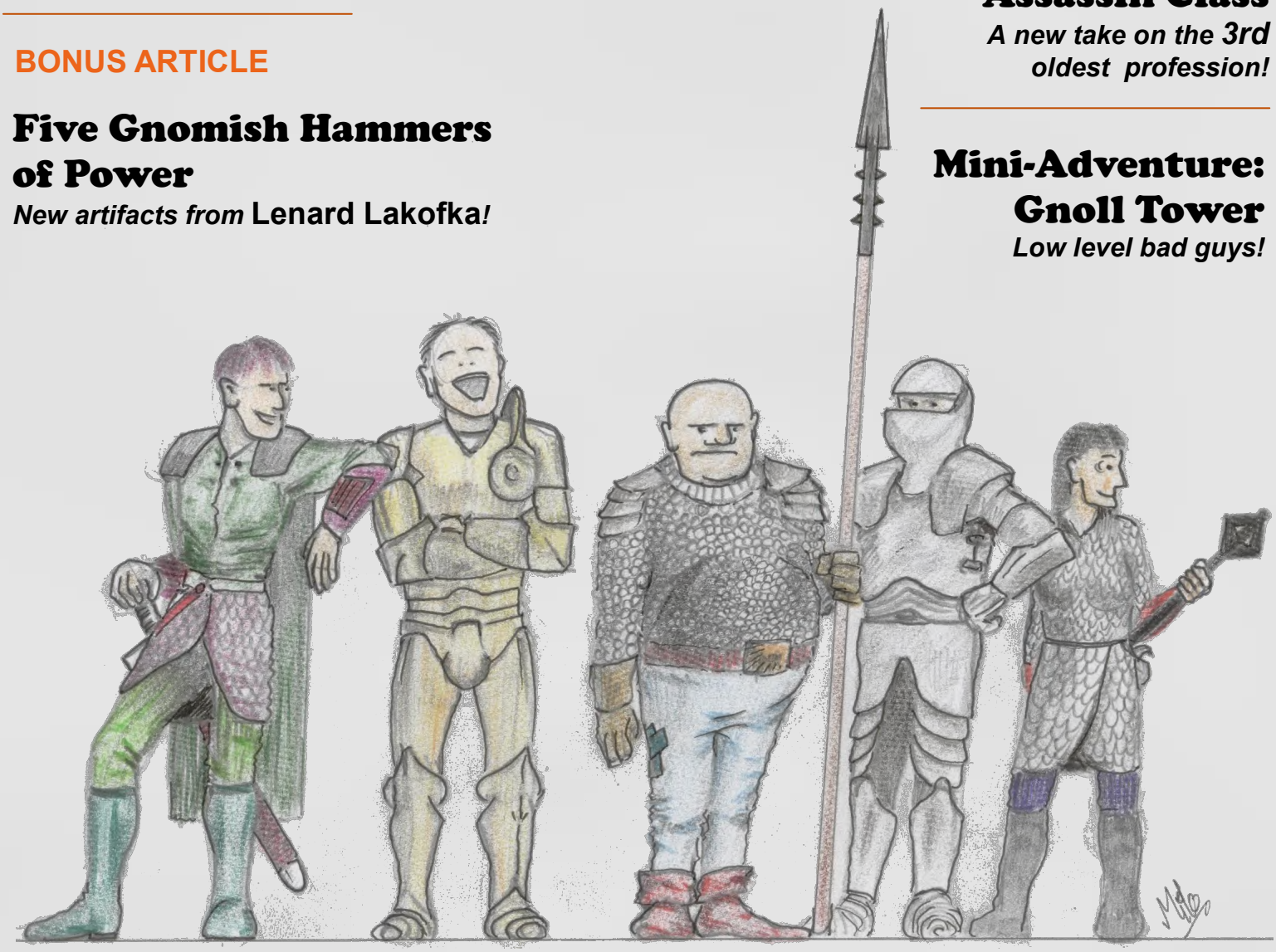
Mercenary Companies of the Lakelands
Good guys to have on your side!

Revisiting the Assassin Class
A new take on the 3rd oldest profession!

BONUS ARTICLE

Five Gnomish Hammers of Power
New artifacts from Lenard Lakofka*!*

Mini-Adventure: Gnoll Tower
Low level bad guys!



Paquin Crii
Not who or what you think!

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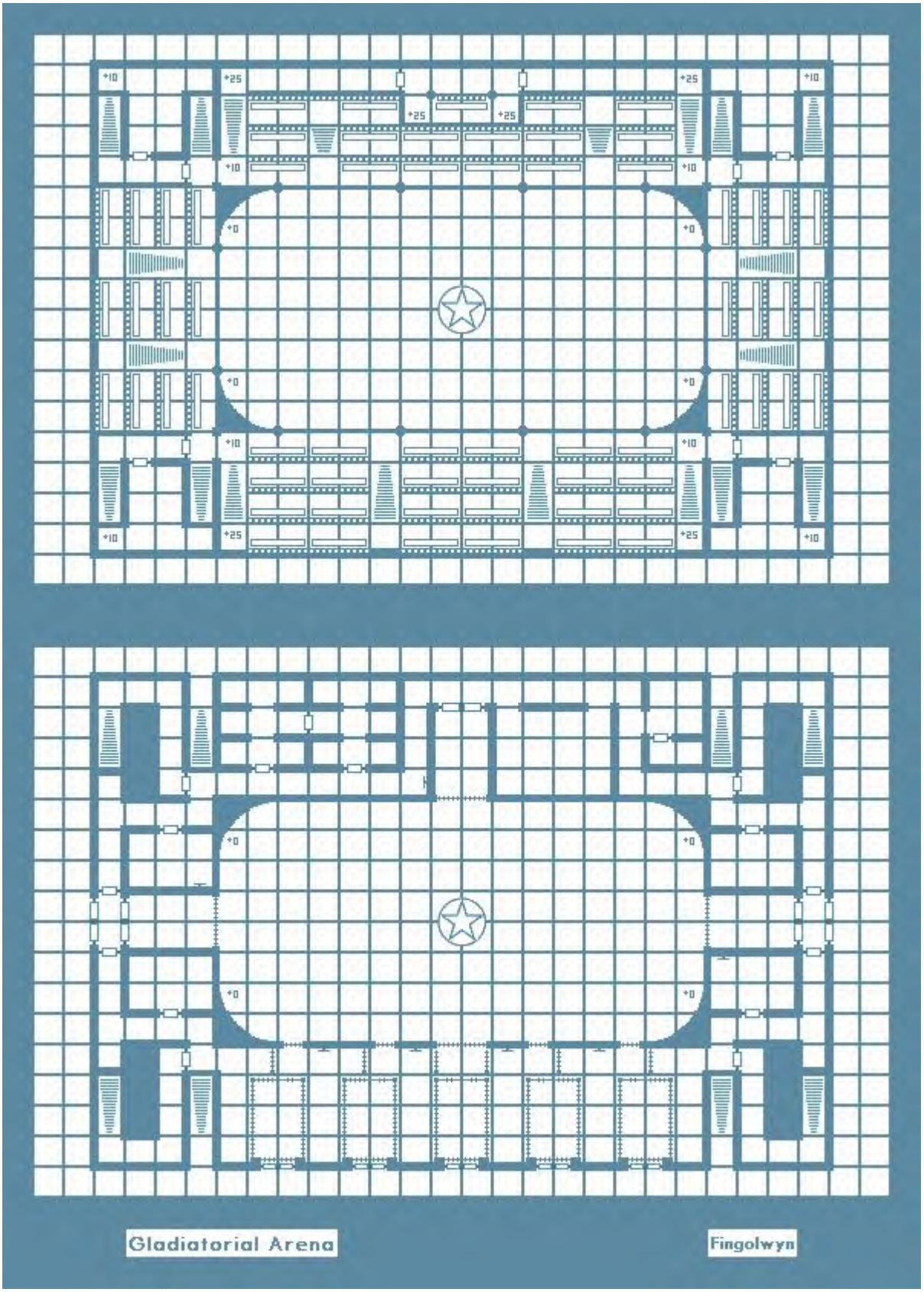
Map by M.W. Poort AKA Fingolwyn



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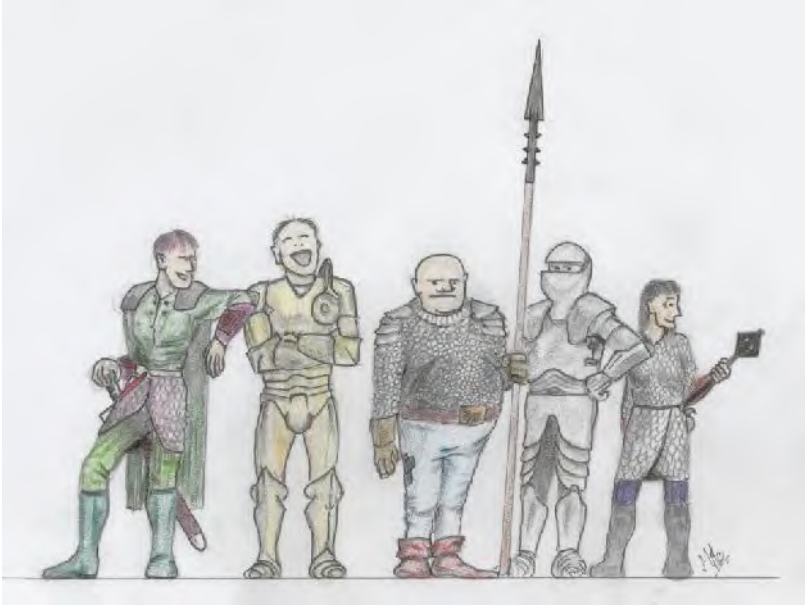
This months' cover artist is Milo.

Milo is the nom-de-plume of a veteran role-player who started as a naive adolescent with Basic D&D in 1980. After a varied real and role-played life, he is now a secondary school teacher in the UK, married with 3 kids, a motorbike and a mortgage. His preferred game is 1st Ed AD&D and, controversially, he quite likes the UA rule additions.

Milo was the cartoonist for the Oxford Polytechnic Students Union Magazine for two years. "Erm, that was the only other time my work has been published so getting a cover is quite a big deal for me!"

He also wrote a GURP-style game called the "Bastardised Role Playing Game" or BRPG, which was picked up by the publisher Autokratic Press, but never got a distribution deal so was never published.



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The theme of this quarter's magazine is

Classes & Guilds

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Tread Softly

by Nicole Massey

Thoughts from the publisher

Welcome back to all returning readers, and welcome to our new readers. I hope you find some interesting things in this issue that will entertain, enlighten, and give you things to think about.

Our fourth issue. That equates to a year of production. I could fill an issue with the things I've learned in that time, and still have a lot more left over. Y'all have been great, for the most part, letting us know what you think of our work and what you'd like to see, and I can't say enough about all of our freelancers who are contributing things to the magazine for everyone else to enjoy. Hopefully you've also noticed that we spend time editing, laying out the magazine, and doing several proofreading passes to make sure that everything looks its best. Our goal has always been to be at least semi-professional in presentation, and we do that because we want to make digesting what we publish as easy as possible for our readers. Nothing yanks me out of an article or narrative faster than a misspelled word. Part of this is a product of my screen reader, as it sometimes doesn't know how to pronounce a particular misspelling, but when someone doesn't try to check their writing for errors, a far more common occurrence in these modern days of self-publishing to the web and e-readers, there's nothing my screen reader can do about it, and as an editor I can't direct it to ignore such things and say them correctly, as you can probably imagine.

Because this magazine isn't just a vanity project, it's there for y'all. And with that said, I can't say enough about how wonderful our staff is in making this all happen. Creativity and the ability to turn that creativity into something real is rare, and we have several folks who do that on a regular basis, and in a timely fashion, which allows us to get things out when we say we're going to.

"No battle plan survives contact with the enemy." This is one of Murphy's Military Laws, and it fits this issue. Our original idea was to deal with multi-classed characters as the theme of the issue. I've been unable to locate a single article on the topic, so besides the information in the core rulebooks and other TSR publications, there hasn't been much said about it. Unfortunately, reality then set in, and we realized that it'd be very difficult to fill an issue on this topic. We also received some good articles on things related to character classes but not specifically multi-classed characters, so we decided to expand the topic. It's a huge topic, so chances are good that we'll do other issues on the same theme in the future. It's not the first time this has happened, though – look at last issue for an example of that, where we started out with Islands as the theme and then the articles were all about nautical adventuring.

Fanzine and Magazine Publishers and Collectors!

& is compiling an index of articles relating to our hobby published in professional, semi-professional, and fan created magazines, and we would love to have your assistance in this process.

Have you built an index of your favorite magazine, or are you considering it?

Send us your indices of articles in a DragonDex oriented format and we will add them to our growing index for D&D articles and other related material.

The **&** staff is working on White Dwarf and Footprints – we welcome your help in building a resource for fellow gamers.

Make sure you include your name and email address so we can ensure you get credit for your work! See our Index page for more details and formatting guidelines.

Stay tuned for details of how we will publish our indices!

Classes are one of the three fundamental aspects of AD&D. (The other two are combat and adventuring – the game isn't the same without these three things.) I know some may say that magic is fundamental too, but it's actually possible to play the game without it, and some folks have done it; (and remember that in the early Dragonlance modules there were no clerics.) However, for most people, if you remove character classes you have something besides a D&D product.

All classes aren't created equally, especially when you start bringing in the other books that present them – Unearthed Arcana and Oriental Adventures. The monk class got a major re-write and also was moved to the Oriental Adventures setting, and the Paladin was moved into another class category in Unearthed Arcana. (A move that garners a lot of grumbling and derision.) The Bard class has also received many reworkings, including one of my own which will appear either in the future here or in a netbook (more on that later). So we decided that basing an issue around character classes would be a good bet.

So, what do we have? Well, for starters there's my Melting Pot article looking at multi-classed characters and how they work in relation to other single classed characters. I've also worked up a revised assassin class more in keeping with the Ninja class in Oriental Adventures, which opens the doors a lot wider on who can be an assassin.

Andrew Hamilton brings us an article on different types of groups and organizations for Magic-users and their sub-classes. He also gives us a fine article on mercenary companies and their uses for driving a campaign.

One of the things I've mentioned before is children of gamers of my generation picking up the game. Freelancer Cyndi Premazon has a guest editorial for us on just this topic, which many parents in her situation might find entertaining and possibly a bit wistful. I've known her personally for almost a decade, and when she saw our first issue she immediately contacted me to discuss this article.

Bryan Fazekas also gives us cure spells from the mind of Frank Mentzer, and we have our regular columns to boot. Hopefully we'll provide some things you're looking for!

You may notice that the Toybox article is all weapons. I run a game that uses three different rule systems, so I did weapon statistics for all three systems. If you're trying to convert a Rolemaster game to 1st ed AD&D , these will be of great help , and for those of you not running anything else it'll give you some other options. These weapon columns will continue in future issues..

It hasn't only been our first year, but an interesting year for old school gamers too. The premium versions of the "Core Three" books for AD&D came out in July, indicating a possible thaw from WotC regarding older material. Right after that they announced that they were going to give the 3.5 D&D books the same treatment, so a lot of the non-old school crowd got surprised looks on their faces. Though that release doesn't affect old school gaming, it signals a change in corporate policy, as there was no charitable foundation to benefit from those releases. Then came the big news from GenCon, that they were going to start making PDF's of the older stuff available again. As Ian Fleming said in Moonraker (the book, not that abomination of a movie), "once is happenstance, twice is a coincidence, and three times is enemy action." Though the details are quite different (WotC is not our enemy, by any stretch of the imagination) the gist is there – three times now they've indicated that they're going to make older product available again. It's been a very good year, as the song goes.

We welcome your creatures, spells, items, adventure seeds, and other submissions! Send them to:

submissions@and-mag.com.

We reserve the right to copy edit submissions for length, grammar, and content.

Passing the Baton

by Cyndi Premazon

A guest editorial about teaching the next general of D&D players.

The Hallowed Box of Dice

This morning, I dropped the teen boy off at his friend's house for the weekend. He's looking forward to the D&D game they've been planning for a few weeks now. I'm not sure what his character is in the game—some Ranger type, I think. As I understand, there have been quite a few changes to the game since I last played, when they had just released AD&D version 3.0.

My kid had already expressed an interest in gaming. He shares my love for dice (just because they're "shiny"). I got him his own set a while back, and with them I passed down my worn, Crown Royal bag. I mean, really, what gamer doesn't have a Crown Royal bag for their dice? Well, last night I got out *the box*. Yes, I still have my collection of dice, and I have so many they're in a box about the size of a large crafting/bead organizer. Before doing so, I asked my son what extra dice he might need. He really wasn't sure. I asked what dice he rolls when he does damage. "D6," he said. He knows I regard my dice as my "treasure," and some are "The Precious."

I told him I would choose some to *loan* him for the weekend, but they're just on loan. I think he was trying to hide it, but I thought I saw a look of awe, surprise, and excitement. Maybe I was projecting that, because I was excited about being able to pass this baton.

Later that night, I took the hallowed box off the shelf, opened it up, and looked at my precious dice once more. I remembered the many gaming sessions I had so many years ago—games that started on a Friday night that went into the wee hours of Saturday morning. We'd break for a bit, nap, continue through Saturday, and on into the evening—you get the picture. I'd cook a huge pot of spaghetti for the crew, or we'd order pizza. There was always Coke, Mountain Dew, and other soda of choice. Our favorite was the candy. We'd use M&M's on the board for monsters. Our DM would lay out the "monsters" on the board in relation to where our miniatures were in the room, and then the battle would commence! If you killed the monster, you got to eat it. Of course, you gained experience and treasure. Unfortunately, using M&Ms as monsters meant you also gained weight if you were good enough with your "to hit" and damage rolls

The Precious

I looked at my favorite set of dice, and the clear D20 the DM always hated. I can understand why: The numbers were clear, too. But it was *pretty*.

Basic Edition Set

I looked at my *old* dice—the ones I don't think they even make anymore—my original ones from the Basic Edition box set. You know, those light blue ones? Yeah, I still have those. I also have some two-sided D10s that double as D20s. Those were from back in the days when they sold some kind of wax crayon you could use on the die to color one half. These were used as D20s or percentile dice. They were quite versatile, but I never see them in the gaming stores or at any of the game conventions

Two-Sided D10s

anymore.

After saying hello again to my old friends and remembering the good times we had, I selected some of my favorite 6-siders. These were dice I used to use to roll for damage for fireballs and lightning bolts when I'd play a mage. I know he's not playing a magic-user, but I'm certain they'll bring him just as much luck as they brought me. I also chose a backup set of dice for him to use this weekend. I always had a full backup set in case my favored set started rolling bad numbers on me. It's always a good idea to have a spare. I *might* let him keep that set. OK, who am I kidding? We all know I'm going to let him keep it. But the 6-siders are still mine.

Tomorrow, he comes home, and he'll have his own "No s***, there we were" stories to tell. I can't wait to hear them.

Author Bio

Cyndi Premazon is a copywriter and social media content manager in the Houston area.

As "Social Media Maven" for The Magick Cauldron, you'll find her writing event announcements for classes and upcoming festivals. You'll also see a creative persona story she wrote for Madame Ruby Lynn's Blended Oils at www.madamerubylynn.com. She has a passion for writing, and took the plunge with &Mag!

Cyndi is a gamer from way back in the day, remembering when AD&D first introduced Spelljammer. She now has a teenage boy showing gaming interest, and her dice are calling. You may see more from Cyndi as she catches up on just how much AD&D has changed since she last played, when they released version 3.0.

Guilds, Colleges, and Cabals

by Andrew Hamilton

The Wizard's Guild

Author's note: This framework was partially inspired by the various "Organization" systems in Palladium Games. While the point/trait buy component was dropped the framework was adopted.

When thinking of a wizard's guild it is not unusual to think of a school of magic like Hogwart's from the *Harry Potter* mythology, or a respected gathering of accomplished magic-users like Waterdeep or Raven's Bluff as described in some of the official 2nd Edition (2E) resources. These archetypes could exist only in a magic-rich environment with strong governments, large and wealthy cities, and a long history of magical practice.

Another example of a guild or college is one run by a crusty hedge mage who has trained dozens of students over the decades (centuries?). Those students, still loyal to the hedge mage, have trained students of their own and have organically developed a large and informal network of magic-users with a shared heritage and philosophy. These magic-users recognize each other and tend to be co-operative and friendly amongst themselves. While some students have surpassed the master, they still respect the old man. Seemingly weak and unorganized, this network may prove to be far more powerful and dedicated than enemies ever realize, as the power of friendship and loyalty should never be underestimated.

A third example is a dark cult that worships some demonic entity that shares magical lore with its members. Such a cult will have a common heritage and knowledge base, but the members are unlikely to be overly loyal to each other as they jockey for advancement and primacy.

This article examines various types of magical organizations, the benefits and costs associated with membership, and the adventuring opportunities that membership in or association with one may provide. A loose guide to designing a magical organization is presented, and a companion article describes example organizations. The chief purpose, however, is to fire the imaginations of dungeon masters (DMs) and players, not provide a complex Lego set with which to assemble random organizations. The latter would require more time and space than can be given.

Types of Magical Organizations

Magical organizations have been broken into three general types: formal, informal and secret. These are not mutually exclusive, however, and elements of each type can be found in any of the three organizations.

1) Formal Organizations

Possibly known as guilds or colleges, a formal organization may protect trade and organizational secrets, but the organization itself is not secret. A formal organization is structured, with rules, a leader and hierarchy, and process for screening and accepting new members. The classic wizard's guild or magical college with a guild hall or campus, and the obligatory libraries and laboratories, are both examples of formal Organizations.

The membership rules are normally well—but not necessarily clearly—documented, and there is a hierarchy and certain amount of prestige or infamy that comes with membership.

A guild or college is typically founded for a purpose, having a central headquarters and leadership. Membership in the guild or college may or may not be open to any magic-user, and it usually comes at a price.

2) Informal Organizations

Far more informal than the guild or college, the informal "circle" or "network" is an informal group that has likely grown organically from a friendship, shared apprenticeship, or other friendly relationship. Circles and networks rarely have a formal headquarters (although they may use the

house or tower of one or more members as informal headquarters or gathering places), and they certainly don't have formal membership rules. If there is a hierarchy, it is usually based on mutual respect and seniority.

A circle could be something as simple as a half-dozen magic-users in neighboring towns who correspond and occasionally drop in on one another to share a meal, gossip, and perhaps trade books and notes. It could also be a family of magic-users, a group of teachers and students, or old adventuring companions.

3) Secret Organization

Often referred to as cults or cabals, like formal organizations, a secret organization is founded for a purpose, typically one best served by secrecy. Cults have some type of religious connection, which in the case of a fantasy game could be any one of countless deities, lower or upper planar entities, powerful entities, or even an extremely old or powerful non-player character (NPC). The term *cult* often has negative connotations, although that is not necessarily the case with magical organizations. A cult may have been formed to worship a lawful good deity of magic in an evil society or in a society that outlaws the practice of magic. Of course, adventurers are more likely to encounter cults based on demon worship or cults that seek to return some elder evil force to the world.

Cabals are a secret organization that is focused on political or economic concerns, typically seizing or exerting control on nations and economies. A cabal does not necessarily have dark designs; they could as easily be a group of merchant-mages who are the secret guardians of a kingdom seeking to manipulate the ebb and flow of trade for their own enrichment.

Secret organizations are likely to be set up with cells, and members will only know the identity of a handful of others. They are also quite likely to have dispersed resources, secret hideouts, agents at large, legitimate day jobs, and all kinds of methods of detecting (and dealing with) traitors and interlopers.

Benefits and Drawbacks

A DM must be careful to ensure that membership in a magical organization does not provide something for nothing to a magic-user player character (PC). This should not be taken to imply that there are no benefits in belonging to a magical organization; nothing could be further from the truth. It is just that those benefits come at a price. That price might be paid in membership dues and fees, or in service or the slaying of enemies. In an organization in which benefits increase with rank or seniority, higher or additional costs may arise. At a certain point a PC may be expected to put the interests of the organization ahead of his or her own. Of course, they may fail to pay the price and find themselves ostracized and possibly pursued.

Benefits

Benefits can be minor but useful. Something like cheap room and board in the guild hall (for a limited period of time) would be a useful, but not game-breaking benefit. A positive reputation that carries over to members would also be useful ("Oh, you're a member of The Order of Flaming Flumphs? We can certainly clear out a room at the inn for you!"). Or it could be dramatic (an additional spell learned at no cost upon level advancement, access to cheap magical items, etc.).

As adventurers know, it's nice to be part of a team you can rely on. Belonging to a magical organization or guild expands the size of a magic-user's team. This doesn't mean that the magic-user PC can use a half-dozen low-level magic-users as monster meat while dungeoneering, but he could hire one or two guild members for backup. They would need to be treated with respect, of course.

A magical organization can also provide access to trustworthy sources to cast divinations, to store an item for a bit, to trade spells with, or even to make arrangements to send a rescue party if the PC fails to come back at a certain time. The value of someone keeping the home fires burning should never be under-estimated.

If nothing else, being a member of a magical organization will give the magic-user better access to mentors, instructors, and materials. This may or may not mean cheaper access, though. Even the ability to purchase all needed material components in one place could be of great value in some campaigns.

Finally, a benefit that only adventurers will truly appreciate: A magical organization is an excellent starting point for adventure. This is discussed in detail later.

Drawbacks

While membership has its benefits, it will also have drawbacks. Some obvious drawbacks include having to pay membership fees. There may be other obligations as well, including mandatory training at a college, service for a certain period each year, sharing any new spells with the guild (or a patron within the guild), or taking oaths of service (geas, anyone?). Membership in a magical organization may come complete with an enemy guild or cult that is intent on wiping out the PC's organization.

Organizations have rules and politics, and to remain a member in good standing the magic-user will have to follow (or at least appear to follow) these rules and remain aware of politics. For most adventurers, staying out of power politics is probably the best course of action, but adventurers make good (if somewhat unpredictable) pawns and dupes, so they may find themselves sucked into various machinations regardless.

DMs should ensure that the pros and cons of membership in an organization make sense. Some benefits should have a con tied directly to them. For example, guild members may receive level training at a steep discount, but the PC is required to train one junior member each time the PC receives training. In essence, the guild is ensuring that the benefits are funded through member sweat equity, not through the guild's coffers. When one adds in the high fees of membership, the total cost is almost (but not quite) the same as the amount of undiscounted level training.

An excellent example of a magic-users' guild can be found in the AD&D 2nd Edition resource *The City of Raven's Bluff*. Another magical organization (for a high -magic society) is described in *City of Splendors* (another 2E resource).

The article "*The Mystic College: Magical academies for AD&D game sorcerers*" in Dragon #123 by James A. Yates (page 16) provides rules for DMs interested in running a magical school.

Describing The Magical Organization

Some might think that the first step in describing a magical organization is coming up with a name. However, that isn't always easy, and some people (like this author) find that they need to really work at it and leave a trail of rejected names behind before coming up with something that works. A better first step in describing a magical organization is deciding on the role that it is going to play in the campaign. An organization that is a shadowy villain will be much different than a soulless, bureaucratic monolith that every magic-user is expected to belong to, let alone a small secret organization of magic-users that recruit a likely apprentice (the PC magic-user of course!).

Regardless of the name or starting concept, when creating a magic-users' guild, a magical college or similar organization, answering the following questions will help the DM create a unique magical organization.

1) Type

What type of organization is the DM trying to create? Does he envision a formal, stuffy guild or college: an informal circle of minor hedge mages and magic-users that lives in the rural regions of a kingdom? Perhaps the DM needs opposition for the PCs, such as a cult of demon worshippers, intent on seizing control of a barony or destroying a certain goodly church?

As always, there is the option of creating a layered organization. Perhaps a cult or cabal has been established within the wizard's guild; an informal network of graduates and teachers (a circle) has developed within a magical college; or both a cult and a circle exist in the wizard's guild, and the resulting intrigue will keep the PC guild members on their toes and looking over their shoulders.

2) Founder

Who founded the organization? An organization that was founded by a kindly arch-mage dedicated to the protection of a kingdom or empire is going to be much different from one founded by a demon-prince. A founder that is still alive and active may still be running the organization, or perhaps has retired, was ousted, etc. Alternately the founder may be dead or disappeared. Of course, the "Founder's Legend" might be so much hogwash, nothing more than a story fabricated to provide a little more gravitas to the organization.

3) Purpose

Why does the guild exist? Is it meant to control the use of magic (a guild with mandatory membership sponsored by the government)? Was it created as a means of self-protection (a small guild created by a band of low-level practitioners) or to train junior magic-users? Is it a secret organization that seeks to influence kings and emperors? Is the cult dedicated to bringing the Great Devourer back into the world to consume all the light?

4) Sponsorship

The guild or college may be sponsored by a government (e.g., a college that produces war wizards), a church (likely one faithful to a deity of magic), a wealthy party (like a depraved noble sponsoring a cult, or a merchant house that encourages networking amongst its magic-using members). The entity may be independent (such as a school founded by a powerful magic-user or a guild created by a group of like-minded magic-users). A magical organization that is sponsored by some outside party is likely to have access to more resources than an independent organization; however, a sponsored organization is also beholden to its sponsor and may be forced to act in a certain manner.

5) Organizational Structure

The structure will likely be derived from the type of organization. A formal organization will have leadership roles, various service and support roles and branches, and will look much like a modern bureaucracy or enterprise. Informal organizations are likely to be far more fluid, some even lacking a clear leader. Secret organizations may have a structure and defined roles, although those roles and that structure might be very dynamic if there is a high level of ambition and backstabbing in the organization.

When describing the leadership roles, decide how one obtains a senior role or office. Are the leadership roles elected offices, appointed offices, hereditary positions or won through contests? Some of this will be influenced by whether or not the organization is loyal to a founder or single leader, or if the membership is loyal to the organization or a greater purpose (nation, kingdom, deity, etc.).

The organizational structure includes the membership rules and ranks. Are there different types of memberships, and how are they earned?

6) Membership Size and Power

How big is the magical organization, both in terms of members and support staff? A huge magical college will have many magic-using members, but it may also have members or staff such as alchemists, sages, and guards. In addition to the number of members, what are their levels? A college that is dedicated to training apprentices is likely to have mostly zero-level or low-level members, with a few mid- to high-level instructors. A large and prestigious guild will have more high-level members than a guild in a rural region.

How does the organization flex its power? Do they take a direct role in government, expecting the guild-master to sit on a ruling council or act as one of the King's advisors? Do they manipulate things

from behind the scenes? Or are they strictly hands-off, tending to their own affairs?

How about associates? Does the organization have a permanent guard or military force? Cults are likely to have some guardians, either human worshippers lacking magical ability or monsters (summoned, compelled, or created). Rich organizations may have golems, elementals, or similar guardian creatures. Less savory or ethical organizations may use undead or charmed guardians.

7) Exclusivity

How exclusive is the organization? Does it allow only magic-users, or can magic-users and illusionists join? What about NPC classes that can cast spells (e.g., the sage as presented in the *Dungeon Masters Guide*, and the alchemist as presented in *Best of Dragon Vol. III*) as likely candidates. What about clergy of the deity of magic?

Membership might be exclusive for other reasons. Perhaps only good or neutrally aligned members are allowed, or only a certain nationality or faith. Perhaps potential members are approached, as membership can only be offered, not asked after.

8) Resources (Library and Laboratory)

Each organization is likely to have some resources, be they very limited or quite prolific. Large formal organizations likely have a guild hall or campus complete with a library, a laboratory, lecture halls, etc. Informal organizations might rely on the resources of their members, and unless a few members are wealthy and generous, these resources might be limited to a spare cot in a cottage and a few notebooks. Secret organizations probably have hideouts, caches of emergency supplies, and similar dispersed resources.

Once the DM has decided what resources the magical organization has, the next step is deciding whether or not all members have access to those resources, and the cost of access. Can any member merely walk into the library and take any book off the shelves, or are privileges awarded with rank or seniority? Is there a fee for service?

Do the members of a network share their libraries openly with each other, or at least demonstrate reciprocity? Or are members on their own when it comes to magical research, libraries and laboratories?

9) Outfits or Insignia (Distinctive Features)

Do the members advertise their membership through a wardrobe selection, display of an insignia, etc. or are they free to dress as they wish? Certainly fantasy literature is full of magical organizations that have distinctive dress or other features. There are pros and cons to a distinctive look. If your group is feared, it might help keep the peasants in line, or it might bring the paladins running. Sponsored organizations are likely to wear some insignia or uniform as a display of loyalty (such as a military uniform worn by war wizards).

10) Signature Spells or Weapons

Does the group have signature spells (The Fire Wizards who use fire spells, or the Wizards of Al-La-Ka-Blam who use various blasting spells), or a unique look to their spells (such as **Magic Missiles** that look like glowing hornets)? Some spells may be proscribed, e.g., the aforementioned Fire Wizards may never use water spells, for example.

The group may also have a signature weapon, often associated with the founder or some patron. This could be something as simple as an oak staff, or something magical, like a wand of lightning (an item that each member will seek to find and possess, perhaps leading members to undertake dangerous quests to obtain one).

11) Communications

Magic-users have many means of communication available to them, and magical organizations may develop or utilize very specific communications for a variety of reasons, including secrecy, tradition, or utility. For example, an old, well-established college may require that all of its students learn and use an ancient language while on the campus grounds. This could be based on tradition (perhaps a quirk of the founder several centuries ago), but over time

developed into a means of helping students and graduates recognize each other and protect their communications in the broader world. A secret organization may have a series of hand signals or phrases that members use to identify each other and communicate.

Of course, magic-users are likely to utilize, adapt or develop new spells to communicate with each other. Consider the possibilities of a first-level spell that makes the caster's speech sound like gibberish unless the counter-party in the conversation has cast the same first-level spell on herself. While such a spell would be of limited utility on a day-to-day basis, it would also be extremely useful in certain situations.

Illusionists have their own secret, semi-magical language; druids also have their own language. There is nothing to prevent a group of magic-users from creating their own version of a magical language (perhaps rendering the standard **Read Magic** spell useless), introducing a code or cipher into their written communications or creating a unique spoken language.

12) Budget/Wealth

How wealthy is the organization? One must be careful to separate the organization from its members. While each member of a circle of merchant mages may have considerable personal wealth, the organization itself may have nothing. A long-established and prestigious guild may have accumulated great wealth over the centuries. Much of the wealth is likely to be tied up in the form of libraries, laboratories, spell books, scrolls, potions, and buildings and land.

13) Rules and Alignment

Is the organization a lawful, formal one with codified rules, or a loose organization with unwritten rules? Are there alignment restrictions, or merely behavioral restrictions? Guilds and colleges will have formal rules; some will have enough rules to make the most petty bureaucrat's heart beat fast with excitement and jealousy. Others may have only a few rules ("The Six Part Code of Thiosteles"). Cults will also have rules, many of which will involve some act of loyalty or fealty to superiors within the hierarchy. Not all of the rules need to be detailed, but certain key ones should be ("There shall be no violence between members" or "Violent disputes shall be conducted in a duel overseen by the Council according to the Code of Ibraxis"). However, the ability of a rival member of an organization to pull a dusty, little used rule from the time of King Robert II, The Cowardly out of the air to drive PCs and players insane, should not be overlooked.

When thinking of the alignment of the organization, the DM needs to separate the organization from that of the members, and think about how the organization itself interacts with the greater world. A large guild that was created to police the practice of magic-users in a kingdom with a series of laws, oaths and some ability to self-police and very focused on that mission, will be something like a lawful neutral organization, even though members will be of all alignments. A group of academic magic-users interested in exchanging correspondence and ideas, but strictly apolitical, will be something like a neutral organization. An organization of magic-users interested in protecting the Borderlands from the orc hordes, and willing to work with nobles, adventurers, and just about anyone for the sake of the common good, but fiercely independent and free to act as they see fit, will be neutral good or chaotic good, although such a group likely has neutral and lawful good members.

If members must swear oaths of loyalty or service to the organization, the oath may be backed up with a **geas** (voluntarily accepted of course), or is perhaps sworn on some artifact that will **curse** any oath-breaker. Some organizations take the loyalty of their members and the secrets of the organization extremely seriously.

14) Internal Security

An informal circle of friends and colleagues has little need for formal security, as they have no guild hall of library to defend, and know each other by sight (and presumably well enough to detect an

infiltrator or shape changer). However, larger organizations, particularly secret organizations, may have complex security, such as wards, magical passes, guard animals or human sentries to protect their base of operations and their possessions. Looting a magic-users' guild hall is no small undertaking and would be an adventure to remember.

Secret organizations, particularly evil cults with dark designs, will be paranoid and have extremely high levels of security, both physical and magical. Their headquarters and safe houses will be well hidden and well defended, and most assuredly will have a number of escape routes.

Infiltrating an organization should not be easy (particularly by impersonating an existing member), as the members of a magical organization will have access to spells like **Detect Evil**, **Detect Magic**, **ESP**, and others.

15) Rivals and Enemies

An important consideration for a magical organization in long-term play is whether or not the organization has rivals or enemies. Another question to ask is: How fierce is the rivalry? Two guilds in friendly competition for recognition, fame and new recruits is a much different type of rivalry (and leads to much different adventures) from one in which two opposing colleges are locked in an attempt to wipe each other out.

An openly hostile and violent rivalry has the potential to overshadow a campaign, so careful consideration should be given before including this.

16) Recognition and Acceptance

Is the organization secret, or is it famous? Are members respected or feared, loved or hated? Of course, today's heroes can be tomorrow's villains: The popularity of a magical organization can change quickly.

17) Membership Fees

What does it cost to be a member of this organization? An informal circle of sages and studious magic-users probably has no membership fees (other than buying a round or two at the local tavern, hosting a fellow member, etc.), while a large wizard's guild with elaborate guild halls, libraries and laboratories probably has stiff membership fees and a registration fee as well. In addition to fees charged in hard currency, there may be an expectation of services rendered, tithes, sharing of magical lore or discoveries, and a commitment to teach junior members (or an expectation that the members will pay for future training at the guild).

Organizations prestigious enough that membership is sought after (or mandatory) may also have the ability to level fines or sanctions against members. These fines are another type of fee, and vary in how often they are levied (and how the PCs behave).

Certainly, membership fees are one way to drain monetary resources from magic-user PCs (not that a lot of additional money drains are needed when one considers the costs of expanding spell books, maintaining duplicate spell books, buying material components, brewing potions and scribing scrolls). However, the PC (and player) should feel like they are getting value for their gold to prevent hard feelings.

18) What Else

This list is far from exhaustive, and by this point in describing the magical organization the DM probably has such a clear picture of it that all kinds of other facts and details will be emerging from the creative process as the organization takes on a life of its own.

Campaign Play

A campaign could be centered around a magical organization, whether the organization merely acts as a back-drop for the campaign (as was the case in the popular Harry Potter series of novels), or it could be based on the political machinations of PCs and rivals as they seek to gain prestige and seniority within a guild or college.

Including magical organizations in the campaign and encouraging the PCs to join create wonderful

opportunities to introduce adventures. Some adventuring examples include the following.

The adventurers are hired to collect material components, which might be as simple as collecting spiders or bat guano or as exciting as harvesting hair from a bear.

The adventurers may be hired to deliver or pick up an item. This could be as simple as taking a package across town or as complex as journeying to a magic-users' guild in a neighboring kingdom, or visiting a remote monastery on a lonely mountaintop. Of course, if thieves, evil wizards or other scoundrels want the item for themselves, the job of delivery boy will be much tougher.

Friendly rival organizations might want the adventurers to pull a prank (like painting a status in front of a rival guild hall) or spy on rivals to help one guild (or guild member) get a leg up on another in some contest, or even just set up a rival for a bit of public humiliation. Murderously hostile rival organizations are more likely to hire adventurers for their skill at violence, breaking and entering, looting, and murdering. Similar opportunities— though less likely to be violent— exist with respect to intra-guild or intra-organizational rivalries.

Guild members may need bodyguards, either for a long journey, at a speaking event, or while out collecting material components, conducting research, etc.

Adventurers may represent a neutral third party to investigate crimes within the organization (like an internal affairs group), and such organizations will want discretion.

Just hanging around a magical organization will allow adventurers to pick up rumors of all kinds (from members, libraries, etc.). These rumors may be about lost treasures, magical lore, or the activities of other wizards (good and evil).

An experienced magic-user with adventuring companions may be asked to rescue other guild members who got in over their heads while exploring or adventuring. Closely related adventuring opportunities include being sent to watch out for trainees (maybe shadowing them (think of the fun sneaking around in a low-level dungeon and saving an NPC party without getting noticed!), or getting hired as "red shirts" by a senior member who wants to go adventuring "one more time," perhaps to deal with some unfinished business.

PCs being PCs, and players being players, if the DM introduces the right mix of NPCs, there is bound to be some intra-organization competition with rival members of the same organization.

Remember that the organization can be used as a plot device. Players just can't figure out a clue? A guild member helps out (for a price, or a future favor). If the party insists on going off the map or into the wrong dungeon, the magic-user PC receives a magical summons from his organization or patron that might help keep a campaign on the right playing field.

If the PCs manage to develop a patron or two within the organization, this will also create a gateway to adventure. Having a grizzled, old, retired adventurer mage as a patron can point the party towards all kinds of dungeons, cave complexes, ruins, and other adventuring opportunities ("Well, we cleaned out the first level, but when trolls came up the stairs from the second level and ate our cleric and dwarf, we hightailed it outta there. Might still be something worth finding in that second level. Lemme see if I can dig up my map of that first level. Now mind, it was 30 years ago we were poking around in there, so things will have changed").

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Guilds, Colleges, and Cabals: Case Study I

Iddrin the Hedge-Mage

by Andrew Hamilton

This companion to the article "Guilds, Colleges, and Cabals" offers the first of two case studies of different types of organizations.

This kindly old magic-user loves to teach, always has time for children and townsfolk, and spends much of his time teaching children to read, write and do basic math, as well as helping farmers with agricultural problems. Iddrin is even happy to answer questions for adventurers and other magic-users (although the old man is a shrewd judge of character and will have nothing to do with people of evil intentions), and he is a prodigious letter-writer, maintaining ongoing, weekly correspondence with over a score of sages or academically inclined magic-users.

Shockingly, Iddrin rarely charges those he takes on as apprentices (although he may ask a wealthy family for a stipend of some money if he takes on one of their children as a student), and when his students return for future training he charges a pittance, often asking his senior students to help with teaching less experienced students.

Iddrin has personally taught over two score apprentices, turning youngsters into magic-users (he normally has one to two apprentices at any given time), as well as another two score magic-users who have petitioned him for training to advance in mastery ("level"). At least half of Iddrin's students have taken on students of their own, following the example set by Iddrin. Thus, Iddrin's network and influence have expanded to over 100 magic-users, all of whom hold Iddrin in the highest regard.

Several of Iddrin's old students have far surpassed the hedge mage in magical skill and power; at least two have become accomplished arch-mages! A few of Iddrin's students also are experienced rangers who have learned to cast magic-user spells, and these warriors consider it a badge of honor to have been trained by Iddrin.

Iddrin's school is nothing more than the ground floor of his modest tower, although weather permitting he prefers to be in his gardens or wandering about the community, engaging his students in long rambling conversations. Compared to other magic-users, Iddrin has a large personal library (it takes up an entire floor in his tower), although it pales in comparison to the libraries maintained by formal colleges and guilds. A small laboratory can also be found in the cellar of Iddrin's tower; it is largely unused as Iddrin almost never dabbles in spell research or the crafting of magical items.

Although he owns his tower and library (worth a considerable amount), Iddrin has few magical items and is by no means wealthy. Granted, he has the gold coin to live comfortably and enjoys good stews and mulled wines at the local taverns, but he could not afford to live extravagantly.

As expected with such a loose and diverse group of magic-users, there is no simple means of recognizing one of Iddrin's students. Each dresses based on his or her personal preference, wearing no insignia or badge, and having no signature magical spells.

This should not be interpreted to mean that Iddrin's students cannot recognize each other, as they can and do. Students recognize each other by the use of the ancient Khorian language (a language that Iddrin learned and developed quite a love for as a student), as well as through the many letters of introduction that Iddrin sends to his students.

Despite not being a formal organization and bound only by loose ties, Iddrin's students will often support or aid each other (within reason), and some of the more successful one will often offer employment to other members of Iddrin's circle of students. Given the diversity of the students and this loose sense of brotherhood, a surprising amount of magical power and other resources may

be brought to bear on a problem; or a low-level magic-user might be on his own.

A shrewd judge of character, Iddrin only accepts good-aligned students. He has strong expectations for student behavior, believing that the power magic-users wield comes with an obligation to use it wisely—for the protection of society and communities and to battle tyranny and oppression. He also believes, however, that magic-users must not interfere in the day-to-day life of a community, as people must be free to make their own choices and live their own lives.

In practice, his students tend to be honest, honor their freely given word, and challenge tyranny and evil. No shortage of heroes have been trained by Iddrin. That said, the old magic-user has no expectation that his students act the hero, and he constantly preaches the wisdom of teamwork, the strength of numbers, and the importance of planning. In Iddrin's eyes, sending for assistance or helping someone run from danger is as heroic as coming to the rescue in a flash of spell-fury.

As a result of his generally peaceful demeanor, as well as his longevity, Iddrin has made few enemies, and he has outlived all of those. Certainly, many of his students have made enemies and have rivals, but to date none of those have turned their attention to all of Iddrin's students. As some of the most current generation of Iddrin's students are heroes of the meddling type, however, this may change in the future.

Iddrin is well-known and respected in the region by magic-user, priest, noble and commoner alike. Those who are known to be his students are generally accorded a similar, if somewhat muted, respect (although many students have developed reputations of their own). This recognition diminishes quickly as one leaves the region, and claiming to have been trained by Iddrin in one of the Free Cities, the Old Kingdoms, or the Imperial Reaches will gain nothing other than a blank stare from all but the most knowledgeable of magic-users.

In game play, Iddrin's students represent a wide, sprawling network of magic-users that a PC could call upon (and in some ways would be expected to call upon when visiting a town or village) to get a lay of the land, find out about reputable local merchants, and possibly lend a hand (possibly as simple as carrying some letters to the next village). Simple information would be shared for free, or for the cost of a meal and tankard of ale, while other services would be at a fair price. Membership in this group would also make further training easy to find (although the PC might get saddled with a student

Questions and Answers for Iddrin

1) Type – Informal

2) Founder – Iddrin the Hedge Mage (NG human MU L10)

3) Purpose - teaching

4) Sponsorship – none, independent

5) Organizational structure – flat, teachers and students, no hierarchy or formal roles

6) Membership size and power – about 100, ranging from level 0 (apprentices) to over level 20; as a group Iddrin's students do not have any power.

7) Exclusivity – only students of Iddrin or of his students

8) Resources – Iddrin's personal library

9) Outfits or insignia – none

10) Signature spells or weapons - none

11) Communications – Iddrin has a fondness for the long-dead Khorian tongue

12) Budget/Wealth – none

13) Rules and alignment – Iddrin accepts only students of good alignment and character.

14) Internal security - none

15) Rivals and enemies – no declared enemies

16) Recognition and acceptance –well recognized and respected in the region

17) Membership fees - none

18) What else – none

as well, from time to time). Adventure beckons as members go missing, run into various kinds of trouble, need a younger magic-user to collect something important, etc. Most importantly, the organization does not provide game-breaking benefits and does not overly constrain a good-aligned magic-user PC.

Iddrin; NG human MU L10; AC 8; Hp 22; S 8, I 17, W 16, D 10, C 9, Ch 15.

Carried magical items: **Wand of Frost** (47 charges), **Ring of Protection +2, Eyeglasses of Lohrik**, **Amulet of Know Alignment**, **Potion of Extra-Healing**.

Commonly memorized spells (4/4/3/2/2): are Sleep, Detect Magic, Erase, Magic Missile; Knock, Web, ESP, Detect Evil; Dispel Magic, Lightning Bolt, Invisibility 10' Radius; Remove Curse, Polymorph Self; Cone of Cold, Passwall.

Spell books and other magical items – Iddrin has fairly complete spell books, and he normally has 1d3 scrolls with a total of five to eight utility spells and 1d4+1 random potions.

Library – Iddrin has a library that includes about 80 magical texts, worth more than 50,000 gp, in addition to another 23 notebooks and workbooks that he has authored himself (each of which would be worth 200 to 700 gp). This library would be adequate to allow a magical user to research spells of the 7th level or lower.

An elderly man (appearing to be in his late 60s, but actually a few decades older), Iddrin is not as spry or strong as he used to be, but his mind and wit remain razor sharp, and he is as charming as any young rake. Not one to let age slow him down, he is often seen wandering about the village, stopping to talk with anyone and everyone, taking tea on a porch, or sitting under a shade tree telling children a story or explaining how something works. A teacher by nature, and curious in the extreme, Iddrin is constantly sharing and collecting information. He is as likely to have a student or three in tow as he is to be wandering on his own.

An adventurer in his younger days, as he matured Iddrin was happy to take the spoils of his various exploits and settle down. He built a comfortable little tower, began accumulating a library, and took on a pair of apprentices. As he spent those first few years teaching, Iddrin realized that he had found his calling.

Despite being an important member of the community and very well respected, Iddrin has steadfastly avoided getting involved in politics. When the role of mayor was offered to him, he stormed out of a meeting in a fury. Iddrin is not interested in being in charge, although he is happy to provide advice and counsel. He is conservative, measured, and honest in his counsel, while also willing to support the final decision of the masses.

Visitors to Iddrin's village are likely to find the insatiably curious old man inviting himself to their table and asking them all kinds of questions about where they have been and what they have seen.

Magic-users petitioning for training will find themselves subjected to an intensive interview, which allows Iddrin to assess their knowledge and discern their alignment using his magical amulet.

New Spells

With a large network of correspondents and students wandering the world at large, Iddrin has had the opportunity to add a number of unique or rare spells to his spell books. He is as likely, if not more likely, to be intrigued by non-violent utility spells than he is to add a combat spell to his spell books.

Examples of these spells include:

Stretch

Level:	Magic-User 1
Type:	Alteration
Range:	0"
Duration:	1d6 rounds + 1 round/level
Area of effect:	caster
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	N/A

The stretch spell allows the spell caster to elongate their limbs, allowing them to stretch out their hand, fingers & arms to touch or grab something. The stretch spell allows the caster to reach through bars, across thresholds, or over a weight activated trap trigger plate. The reach may be increased by 1' + 6"/level (up to a maximum of a 10' increase) without a loss of strength.

If the stretch spell is used to stretch the entire body (such as reaching up to a ledge, or up out of a pit), the effective height and reach may be increased by 2' + 1'/level (to a maximum of 22' increase).

The effects of the stretch spell do not add any rubbery characteristics, or add any durability or damage resistance (i.e. it does not allow the caster to mimic Mr. Fantastic'sTM abilities), although they become "double jointed" and have more range of motion in their joints allowing for contortion to reach out of the way spots. The material component of this spell is a ball of natural rubber, which must be consumed by the caster.

Tangled Tongue

Level:	Magic-User 2
Type:	Enchantment/Charm
Range:	6"
Duration:	1d4 rounds/level
Area of effect:	one person
Components:	V, S, M
Casting Time:	2 segments
Saving Throw:	negates

This spell is a form of charm that prevents a target from speaking properly, getting tongue-tied, and essentially spouting gibberish. The tangled tongue spell was initially intended as a combat spell, effectively prevent speech and spell casting. Since that time it has also found popularity amongst magic-users who want to humiliate and embarrass individuals.

Individuals under the effect of the spell are only limited in their ability to speak. They are still able to hear normally, and they may read and write normally. A successful saving throw vs. spells will negate the effects of the tangled tongue spell. The material component of the spell is a short piece of cord (3" long) tied in a knot.

Fire Bottle

Level:	Magic-User 3
Type:	Abjuration, Enchantment
Range:	0"
Duration:	1 hour/level
Area of effect:	see below
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	see below

The fire bottle spell is a very useful and potentially dangerous spell, as its enchantment allow a bottle to siphon off and "hold" fire. The fire can then be released at a later time, when the bottle is opened or broken. The fire bottle may hold 2 hp/level of fire. The magic-user casting the fire bottle spell has two options for "filling" the bottle. The first option is to use a controlled fire, such as a torch, campfire or bonfire and draw off that fire into the bottle. The second is to soak up some of a larger fire, like a fireball, wall of fire, or red dragon breath. The caster must be adjacent to or in the fire to be siphoned. The bottle must be filled within 1 turn of the spell being cast, and the bottle will hold fire for 1 hour/level of the caster.

When using a controlled fire to fill the fire bottle, the magic-user typically selects a fire of a smaller size than the bottle capacity and draws the entire fire into the bottle, extinguishing the source fire. (Consider a torch to be 6 hp, a fireplace or campfire to be 12 hp, and a bonfire to be 18 hp of damage.) As long as the amount of fire filling the bottle is less than the 2 hp/level capacity, there is no need for a saving throw, and the fire is drawn into the bottle. If the damage capacity of the fire exceeds the fire bottle's capacity, a saving throw (as per the caster, but without benefit from any fire resistance or protection from fire bonuses) is required. If the saving throw is successful, then the bottle draws off some of the fire, leaving the remainder available to harm the magic-user (i.e. a 10th level magic-user may draw of 20 hp of a 30 hp fireball, leaving the

magic-user facing the remaining 10 hp of damage, saving to reduce that damage by half.

If the fire bottle fails it's save, then it explodes, and the magic-user takes damage equal to the fire being siphoned off, +1d6 hp (from the bottle fragments).

The fire in the fire bottle can be released by opening the bottle, breaking the bottle or allowing the spell duration to run out. Opening the bottle creates a burst of fire (5 + caster level) feet in radius, saving for half damage. Breaking the bottle has the same effect, +1d6 hp of damage from the bottle fragments. Finally, allowing the spell duration to run out causes the bottle to explode, releasing the fire and shooting fragments (causing the same damage as breaking the bottle).

The fire bottle can be used as a defence or a weapon, left as a trap, or used as a time delay device by magic-users intent on arson. The material component of the spell is a fine crystal bottle worth at least 100 gp, which is destroyed.

Reinforce Magic

Level:	Magic-User 3
Type:	Alteration
Range:	12"
Duration:	permanent
Area of effect:	3" cube
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	see below

This spell augments another spell cast by the same caster, making it more difficult to dispel. It adds ½ of the caster's level to the base level of the spell being reinforced for purposes of resisting dispelling efforts only (not for spell effects). A common application of this spell is to reinforce wizard lock spells, charm person or monster spells, or various protective spells (walls, protection from evil, etc.). The successful application of the reinforce magic spell requires a saving throw verse spell on the part of the caster. Spells cast by another magic-user or spell caster cannot be augmented by the **Reinforce Magic** spell. The material component is a silver chain (worth no less than 50 gp) which symbolizes binding the two spells together. The chain is consumed in casting.

New Magic Items

Eyeglasses of Lohrik

These plain-looking eyeglasses are a pair of carefully polished lenses in a brass frame. While they work as regular eyeglasses—itself a wonderful ability in the typical AD&D realm—they also have a permanent **Comprehend Languages** effect (as per the 1st level magic-user spell) on them, allowing any wearer to read any written, non-magical language.

The wizard that crafted these eyeglasses was fascinated with lenses and light. It is rumored that

Lohrik also crafted eyeglasses and hand lenses that allowed the user to read magic, decipher codes, see illusions as well as manipulate light. Whether or not there is truth to these rumors cannot be said, but many have searched for Lohrik's missing notebooks in the belief that they contain details on other research.

Value: 1,000 xpv/ 5,000 gpv

Amulet of Know Alignment

This magical amulet allows the wearer to discern the alignment of an individual merely by speaking with him or her. This process takes 1d4+1 rounds and can only take place in a non-combat situation. The amulet need only be worn, not held, to function. As the conversation proceeds, the amulet wearer will get a sense of the alignment. This happens through intuition rather than aura reading.

The amulet will function only two times per day. It may be foiled by misdirection or similar spells.

Value: 2,000 xpv/ 12,000 gpv

Guilds, Colleges, and Cabals: Case Study II

The Jade Circle

by Andrew Hamilton

This is the second companion article to the article "Guilds, Colleges, and Cabals, a distinct contrast to the first case study.

This small and secretive cult was founded by an alu-demon magic-user who calls herself Jezhera but assumes the identity of "The Jade Lady." She initially founded the cult after fleeing for her life from the Abyss after a failed assassination attempt against a rival.

Seeking refuge and safety, Jezhera sought out a hiding place in the sewers under the city of Sofbay. There she chanced upon a hidden tomb, where she came into possession of a powerful magical ring and the spell books of a sorcerer who had created some unique magical spells, all with a jade theme. Jezhera took these treasures and the tomb as her own, and walked the streets of Sofbay in disguise. After manipulating a number of men (using her charm abilities), Jezhera learned of the Cult of the Devourer. Realizing the power that a cult could provide, she conceived of The Jade Circle. While the Jade Circle was crafted as a pseudo-religion promising its worshippers magical advancement and security, it is really nothing more than a means of providing Jezhera protection.

Secrecy is the watchword: The existence of The Jade Circle is to be known to the members only, and a new recruit is not to learn of The Jade Circle's existence until he or she is accepted as a member. The Jade Circle exists to help its members—who must be female—to gain power and influence, particularly by using men. This is to be done indirectly, using the superior intelligence and the wiles inherent in women to deceive and manipulate men. The Jade Lady teaches her disciples spells such as **Charm Person**, **Friends**, **Enthrall** and **Suggestion** as magical means of furthering this quest for power. The Jade Circle further teaches that wealth and power must be accumulated, hoarded and deployed carefully in order to preserve it.

Her fear led Jezhera to organize The Jade Circle in cell groups of four, consisting of a senior member and three junior members. Each junior member is expected to identify appropriate recruits, and eventually form their own cells, expanding the power of the Jade Circle.

Currently, the cult has 12 active members: eight magic-users of levels three to eight), two witches (levels three and two) and two clerics (levels three and two. There are four to a cell (called a Ring), and each member may recruit his or her own cell of three subservient members.

The Ladies of the Jade Circle are quite adept at using their female wiles to manipulate men, and each has at least one illicit relationship on the go, a relationship used to gain power and advantage. These dupes may range from a brawny thug to a love-struck watchman to a merchant. A few members also play the role of coy apprentice to manipulate magic-users of some skill.

The Prime Ring consists of Jezhera, Loreena (NE human female MU L8, Int 14, Wis 15, Cha 15), Vernya (CE human female MU L4, Int 16, Wis 14, Cha 14), and Systria (NE human female Witch L3, Int 16, Wis 13, Cha 17).

The Secundi Circle (led by Loreena) has three magic-users as members, none of whom have been given permission to found a Circle of their own.

The Tertite Circle (led by Vernya) has three magic-users as members, and like the Secundi Circle, none have been given permission to found their own Circles at this time.

The Quadi Circle (led by Systria) has a witch (level two) and a cleric (level three) as members. The cleric has been allowed to found her own Circle—an experiment of sorts.

The Ventii Circle (led by the third level cleric) has a single member: the second level cleric (a homeless girl recruited with promises of wealth and power).

The clerics worship the Jade Lady, who is merely Jezhera in a shape changed form, and are able to gain divine prayers (clerical spells up to the third level). This situation has Jezhera intrigued but concerned. Is their faith providing the power, and will it empower her, or has she and her cult become some intermediary being used by an actual Power?

Potential members must be vetted by Jezhera and ultimately be brought before the Jade Lady.

Ceremonies are conducted in a shrine accessed from the Sofbay sewers. The shrine is in a sunken building that has been mostly cleaned of the swamp and saltmarsh muds that oozed into it. The shrine is used only for group ceremonies and is left vacant at other times.

Jezhera also has a small hidden shrine where ceremonies are held, and expects that all members will maintain their own sanctum and safe-house. She maintains two fall-back bolt-holes where she keeps magical treasure.

Circle members are expected to raise wealth through the use of their magical spells (through compulsion, cajoling, blackmail, extortion, etc.) and wise business investments, as well as to tithe 20% of their take to the leader of their Circle. This pyramid structure ensures that some of each tithe ultimately makes its way to Jezhera.

Jezhera remains alert, scared of authorities and of the Cult of the Devourer, for she has correctly guessed the identity of the being behind the Cult and watches for her demonic nemesis.

Jezhera: CE alu-demon MU11; AC 0, MV 12"/12" (MC: C), HD 6+12, Hp 61, Atts 1, Dmg by weapon, SA energy drain (1d8hps, gain ½), spells, spell-like abilities, SD +1 or better weapon to hit, ½ damage from cold, electricity, fire and gas, MR 30%, AL CE, Size M (6'), XPV (8+ HD base) + (SA x 6) + (EA x 4).

S 13, I 19, W14, D 19, C 15, Ch 15

Spells (4/4/4/3/3) Commonly memorized spells include Charm Person, Friends, Magic Missile, Sleep; Invisibility, Melf's Acid Arrow, Web, Mirror Image; Dispel Magic, Fly, Suggestion, Vampiric Touch; Ice Storm, Minor Globe of Invulnerability, Stoneskin; Cone of Cold, Passwall, Wall of Force.

Spell-like abilities (3/day @ 12th level of effect): Charm Person, ESP, Shape Change, Suggestion (1/day @ 12th level of effect), dimension door.

Carried Magical Items: Jade Ring*, Wand of Fire, Whip of Agony, Amulet of Proof vs. Detection & Location

Spell Books and Other Magical Items

Questions and Answers for The Jade Circle

1) Type - Secret

2) Founder – The Jade Lady (Jezhera)

3) Purpose – gain power for the founder

4) Sponsorship - demonic

5) Organizational structure – cells, hierarchy

6) Membership size and power – a dozen active members in the know, plus dupes

7) Exclusivity – invited by founder, exclusive

8) Resources (library and laboratory) – modest, secret bases, some small magical libraries.

9) Outfits or insignia (distinctive features) – a magical badge

10) Signature spells or weapons – Jade Claws spell

11) Communications - none

12) Budget/wealth - tithes

13) Rules and alignment – evil pseudo-religion

14) Internal security - tight

15) Rivals and enemies – many, Cult of the Devourer, demon lord

16) Recognition and acceptance – secret, would be reviled

17) Membership fees – tithes and sacrifices

18) What Else – n/a

Resources: considerable, small caches about the city & sewers.

Jezhera is a fugitive from the Abyss, having fled the wrath (and an assassination attempt) of a lesser demon-lord whom she had the gall to manipulate and reject. She is terrified that her nemesis will find her, so she carefully conceals her identity, while at the same time seeking to increase her personal power and assemble a band of minions and dupes to protect her. She has adopted a dual persona, that of Jezhera the Cult Leader and The Jade Lady, a powerful magical entity.

New Spells

Jade Claws

Level:	Magic-User 2
Type:	Alteration
Range:	0"
Duration:	1 round/level
Area of effect:	1 person
Components:	V, S, M
Casting Time:	2 segments
Saving Throw:	none

This spell creates a set of long, gleaming, jade-like claws that spring from the caster's or recipient's fingertips while coating the hands, wrists and lower half of the forearm with a rough, green, stony coating or shell. The claws may be used in melee, causing 1d4 hp of damage per strike (in addition to any strength bonuses). The claws also act as a +1 weapon for determining what creatures they can affect. The stony shell protects the spell recipient from any touch related effects of creatures that they strike (such as shadows, slimes, etc.).

Other benefits of the Jade Claws include enhanced climbing ability (+15% or +3 on a d20 roll) as the claws can be used to dig into and grip walls, and the ability to handle acids or other materials that would corrode or harm flesh but not stone.

Monks will benefit greatly from Jade Claws as the spell will add 1d4 hp of damage to the monk's base open hand damage and allow them to strike and harm creatures normally harmed only by +1 or better weapons. The creator of this spell (and similarly themed spells) lived in a monastery, working with monks constantly. He researched a series of spells that could be used to aid his companions.

The material component of this spell is a jade rod or wand, about 1" in diameter and 12" long, which is touched to the recipient. The rod can be reused.

Jade Mask

Level:	Magic-User 3
Type:	Conjuration, Divination, Abjuration
Range:	self
Duration:	1d4 turns + 1 round/level
Area of effect:	caster
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	N/A

The Jade Mask spell creates a featureless jade mask that covers the caster's face. The mask has no holes or slots for the eyes, mouth or nose, but vision, smell and speech are unimpeded. Drinking or eating is impossible, however, and the mask must be willed away (ending the spell) if the caster needs to drink a potion, eat, etc.

While the mask is in place, the caster is able to detect illusions (the illusionary image is seen with a greenish halo or aura, but the illusion is not seen through) and is immune to gaze or breath-based petrification attacks, but not against touch-based petrification attacks.

The material component is a smooth jade disc with a diameter of at least 2" but no more than 6". The disc is not consumed during the casting of the spell and may be reused.

Jade Armor

Level:	Magic-User 5
Type:	Conjuration, Abjuration
Range:	touch
Duration:	see below
Area of effect:	1 creature
Components:	V, S, M

Casting Time: 5 segments
Saving Throw: none

The Jade Armor spell is a powerful defensive spell that manifests as a tough "skin" of overlapping jade-like scales on the recipient (although the visual effect is mineral-looking, not reptilian). The Jade Armor provides a +3 bonus to AC and soaks up damage in a manner similar to field plate armor (as described in *Unearthed Arcana*), reducing damage by one hit point per die of damage suffered by the beneficiary of the spell. The spell is able to take 6 hp + 2 hp/caster level of damage before being dispelled. If the Jade Armor is not dispelled by damage, it will expire after one hour/caster level.

In addition to the AC bonus and the damage reduction, an individual in Jade Armor receives a +3 saving throw bonus against petrification. Should the beneficiary of a Jade Armor spell use open hands to strike at a foe, he or she will be able to harm creatures normally only struck by +2 or better weapons (although there is no bonus to hit or damage). The Jade Armor is light and flexible enough that it does not incur any movement penalties. This spell was developed with monks in mind, and a monk may benefit from the Jade Armor spell without any penalties to his or her movement, base AC, combat abilities or other special abilities.

The material component is a smooth jade disc with a diameter of at least 2" but no more than 6". The disc is not consumed during the casting of the spell and may be reused.

Jade Soldier

Level: Magic-User 5
Type: Alteration, Conjuration
Range: 0"
Duration: 1 turn/level
Area of effect: 1 figurine
Components: V, S, M
Casting Time: 5 segments + preparation
Saving Throw: none

This spell is cast upon a jade figurine, which is then thrown to the ground. The figurine will grow in size and animate, becoming a magical automaton that follows the directions of the spell caster.

Any properly prepared jade figurine could be used, such as a dog, lion, cat, lizard or monster, although the most commonly used figurines are human soldiers. Regardless of the shape of the figurine, the statistics of the Jade Soldier are the same:AC 2, MV 6", HD ½ caster level, Hp 10 + 2 hp/caster level, Atts 1, Dmg 1d10, SA none, SD ½ damage from normal weapons; immune to sleep, charm, fear, hold, cold or petrification. The Jade Soldier is not overly strong (able to carry 150 lbs), and incapable of independent thought.

The figurine can attack targets indicated by the caster, protect the caster, hold a door, carry an object, etc. If the Jade Soldier completes a task as directed, it will then stand motionless, waiting for additional direction from the caster.

A properly prepared jade figurine will be between 2" and 4" in height, carved from high-quality jade, and subjected to a purification ritual by the caster. The ritual is about one hour in length, can be used on up to a dozen figurines at one time, and does not occupy a spell slot. The details of the ritual are commonly included in a spell book as part of the Jade Soldier spell. This requirement means that a magic-user cannot simply pick up a few figurines in the market and start casting Jade Soldier spells. The figurines are worth a minimum of 150 gp, and they are shattered to worthless shards at the expiration of the spell.

It is rumored that the creator of the Jade spells, Takin of the Jade Garden, also created a high-level version of this spell that allowed him to simultaneously animate three or more Jade Soldiers, and that he used this spell to help his allies, the Order of Ji-Khahlan, a monastery of lawful neutral monks, defeat the ogre-magi of the White Rain Mountain.

New Magical Items

Jade Ring

(4,000 XPV / 25,000 GPV)

The Jade Ring is a self-charging ring of spell storing that also has the powers of a +3 ring of protection.

The ring is able to create a Jade Claws and a Jade Armor (see new spells) 1/day at the 14th level of effect.

This magical item was crafted by Takin of the Jade Garden, and it is considered to be a very important relic by The Order of Ji-Khahlan. Should the whereabouts of this ring come to their attention, the monks will seek to recover it (initially through lawful means, but failing that, resorting to force).

Whip of Agony

(1,800 XPV / 20,000 GPV)

The Whip of Agony is a +2 weapon, made of a material that is extremely hard to cut (AC -6, must be dealt 27 hp in a single blow to be severed). While it is an effective melee weapon, the Whip's most potent power is the ability to deliver a magical wave of wracking, searing pain that immobilizes a victim. On a natural 20, the target must save vs. spells of be affected as if by a Symbol of Agony.

Power Disc

by Bryan Fazekas

A power disc appears to be a flat iron disc 6 inches in diameter and 1/4 inch thick. When thrown the use becomes obvious. Five feet from the thrower's hand blades extend from the edges and if a hit is scored 6-36 points of damage are caused. This requires a successful hit. Upon retrieving it a button is visible on top. Pressing it causes the blades to retract. A power disc will be +1 to +3 to hit.

This item may be used with no non-proficiency penalty by any fighter or fighter subclass who has any sort of missile weapon proficiency, including bow, crossbow, and sling.

Vial of Holding

by Bryan Fazekas

Vials of this type are usually made of crystal, 3 inches long and 2 inches in diameter. These vials hold much more that size would presume, each holding a full quart of liquid. They are usually found in quantities of 1 to 4 vials. 10% of the time the vials found will hold a full gallon of liquid.

Wire of Curse Destruction

by Bryan Fazekas

Appearing as just a fine gold wire, this item is often overlooked as just a trinket. When it is wrapped around a cursed magical item and a command word is spoken it drains all power from the cursed item. Each of these wires operates for 1-4 uses before crumbling to dust.

String of Bonding

by Bryan Fazekas

This magical string appears to be normal twine two feet long, but radiates a dweomer if detected. When tied around two magic item of similar nature, e.g., two swords, and a command word is spoken the magic of both items is combined and placed in one at random, leaving the other non-magical. A string has but one use and is then non-magical.

Note that the results can be unpredictable and will not necessarily work exactly as expected. Combining magics may not be straight forward, and the more powerful the magic items, the less likely the result will be what is expected.

Revisiting the Assassin Class

by Nicole Massey

Scarramante Molarr smiled to himself as he pocketed the vial. He picked up the tankard he'd filled from the household cistern and said, "Naratam, how do you keep your water supply so fresh?"

The tall burly man in the other room said, "Filtration. I run it through ever finer weaves of cloth to catch any of the particles. Then I keep several rocks in the bottom that tend to attract poisons. With those vile assassins today you can't be too careful."

This was enough mention of assassins to make everyone in the room twitch. Naratam of Prenn was rarely talking about anything else. And he had the political clout to make life hard for them, too, and the guild was feeling the pressure. That was why Scarramante was here, though the official reason was because the grumpy noble was asking a favor of Scarramante's temple in dealing with a different matter, the surprise elopement of his daughter with a young man he hated but who was well placed. This intervention of the temple of Inanna would save face for Naratam in the whole affair.

Scarramante said, "So, about your daughter," to the relief of everyone in the room. Naratam was diverted from his incessant rants, at least for now.

As Scarramante left the house he smiled. What he dumped into the water wasn't a poison, it was a parasite. Soon everyone in the household would be infected. Careful work by other members of the secret guild would get the antidote to each of them. But for Naratam, he would get the second part of the cocktail in his wine at the feast in a tenday. The others who drank that wine would flush it out of their bodies within a day, but the parasites would ingest it and mutate. Then soon after he'd get the third part of the poison, a gas introduced into his coach by him sitting down on the cushion. And then soon after the parasites would migrate to his heart and eat it. Scarramante returned to his temple, relaxing in the knowledge that his part was finished and each new member of their organization would do their part, because failure to do so meant death, while taking care of business meant great reward. It was good to be a member of the assassin's guild.

* * *

The Assassin class has always bothered me, and not for the usual reasons. I have no problem with evil characters like the game's creator, E. Gary Gygax, did. But the thought of a class for assassins didn't seem quite right with my conception of the assassin. To me an assassin could be anyone, which was part of their mystery, and limiting them to a subclass of thieves didn't really work for me.

When Oriental Adventures came out the Ninja gave me part of the answer. As a split class, an add-on for other classes, this made sense. Now the ninja could be anyone ranging from the most obvious class, the Yakuza, to even the holy minded Shukenja.

What I will do here is present another approach to the Assassin that provides different options for the class in two directions. The first is just as a skill, while the second is more akin to the ninja class.

Making a Choice

Dungeon masters can make a choice at this point, as this article gives them two possible approaches to the assassin class.

Option 1: Assassination is a skill, just like any other skill. It costs 2 proficiencies – for those using no non-weapon proficiencies the would-be assassin must give up two weapon proficiencies, while those using non-weapon proficiencies must spend two of them on the assassination proficiency. Some referees may also decide that it costs one each of the weapon and non-weapon proficiencies. But the fun doesn't stop there. This initial buy will purchase only a few levels on the assassination table, and an additional proficiency is required to get any better at it.

Option 2 presents an Assassin split class like the Ninja. This class provides skills for use in assassination like disguise, investigation, and of

course assassination, along with skill in compounding poisons and using such substances. A cleric, fighter, magic-user, or illusionist may choose this class option.

This is handled exactly like the ninja class, where assassin levels are not gained unless the assassin does things to use assassination skills.

Getting to the Heart of the Matter

The main thing that differentiates the assassin from the thief is the Assassination skill (spying and learning alignment languages, which many referees don't even use, isn't a big deal, and disguise is easy to come by and has been better developed since the publication of the Player's Handbook). And a skill is a skill, right? Thanks to Oriental Adventures and the two survival guides AD&D first edition has a skill system. This opens the door for anyone to be an assassin, from a humble Cleric to a thief.

Assassination

Proficiency slots required: 2

Stat Check: special

Time Required: special

Category: Professional

Description: This skill is the same as the Assassination skill performed by the Assassin class, and will allow the character to advance three levels in ability. Additional points into this skill will increase the advancement by two levels, to a maximum of 15. Druids, Witches, Rangers, Scouts, Cavaliers, Paladins, Samurai, Kensai, Sohei, and Healers cannot take up this skill. Duelists are loathe to do so as well, as it is contrary to their way of doing business -- they kill out in the open, not in the dark and quiet. Berserkers also can't take this skill, as they lack the restraint to perform it.

The fun comes in role-playing the assassination skill hunt. This is not a skill where you can just walk down to the local shop and ask for an apprenticeship, it's one that is either taught to family members or is trained to people who the leadership of an organization feels can handle it. That organization can be any body that has a need for trained assassins, of course, ranging from a local necromancer or noble to the thieves' guild or the king or queen. But few of such organizations will hire a first level character for that role – they want someone who has proven themselves.

Thieves are of course a natural choice, as they have to be sneaky and stealthy to get very far in their career, and those skills are helpful. But rogues are also a good bet as are fighters, because any criminal organization needs muscle to enforce their rules and punish those who cross them. And those who have political influence or can move in the high powered circles like wizards and clerics also have their place. So assassination isn't just for thiefly types.

That said, it's difficult for some of these classes to gain any real competence as assassins. Magic-users and their subclasses are a shining example of this, as they have so few proficiencies to work with that it might take a very long time to develop them to any degree. It can be done, but it takes a lot of dedication, especially if the referee doesn't use non-weapon proficiencies.

Getting There is Half the Battle

But there is another problem with this approach – no matter how good someone is at assassination, there's the problem of pulling it off. Assassination is the skill of doing the deed, but other things, like moving silently, hiding in shadows, hearing subtle noises, getting through locked doors and windows, and using poison without poisoning yourself are important to the pursuit of the craft. Not all assassins need these skills – sleight of hand can cover a lot of the other things when poison is in play, but the rest are nice to have. Fortunately the Ninja has the answer.

Much like how ninjas are not a class unto themselves, but instead an add-on to four other classes, (Shukenja, Bushi, Wu Jen, and Yakuza) the assassin is ripe for this kind of treatment.

A character looking for a career as an assassin must have a strength of 12 or higher, intelligence of at least 11, and a dexterity of 12 or more. No experience point bonus is derived from high ability

Revised Assassin Table 1: Experience, Titles, Hit Die, etc.

Experience	Level	Title	Hit Die	Weapon of Proficiency	Attacks/ Round
0 - 4,000	1	Bravo (Apprentice)	1	2	1
4,001 - 8,000	2	Thug	2	2	1
8,001 - 15,000	3	Rutterkin	3	2	1
15,001 – 30,000	4	Waghalter	4	3	1
30,001 – 60,000	5	Murderer	5	3	1
60,001 - 120,000	6	Killer	6	3	1
120,001 – 240,000	7	Cutthroat	7	4	3/2
240,001 - 500,000	8	Executioner	8	4	3/2
500,001 - 1,000,000	9	Assassin	9	4	3/2
1,000,001 – 1,300,000	10	Expert Assassin	10	5	3/2
1,300,001 – 1,600,000	11	Senior Assassin	11	5	3/2
1,600,001 – 1,900,000	12	Chief Assassin	12	5	3/2
1,900,001 – 2,200,000	13	Prime Assassin	13	6	3/2
2,200,001 – 2,500,000	14	Guildmaster Assassin	14	6	3/2
2,500,001+	15	Grandfather of Assassins	15	6	2

Revised Assassin Table 2: Class Abilities

Level	Hide in Shadows	Move Silently	Climb Walls	Open Locks	Disguise	Fall	Investigate	Poison Use *	Escape	Back Stab
1	10%	15%	85%	25%	20%	0’	25%	15%	10%	×2
2	15%	21%	86%	29%	24%	0’	30%	21%	14%	×2
3	20%	27%	87%	33%	28%	10’	35%	27%	18%	×2
4	25%	33%	88%	37%	32%	15’	40%	33%	22%	×2
5	31%	40%	89%	42%	36%	20’	45%	39%	26%	×3
6	37%	47%	90%	47%	40%	25’	50%	45%	30%	×3
7	43%	55%	91%	52%	44%	30’	55%	51%	34%	×3
8	49%	62%	92%	57%	48%	35’	60%	57%	38%	×3
9	56%	70%	93%	62%	52%	40’	65%	63%	42%	×3
10	63%	78%	94%	67%	56%	45’	70%	69%	46%	×4
11	70%	86%	95%	72%	60%	50’	75%	75%	50%	×4
12	77%	94%	96%	77%	64%	55’	80%	81%	54%	×4
13	85%	95%	97%	82%	68%	60’	85%	87%	58%	×4
14	93%	96%	98%	87%	72%	65’	90%	93%	62%	×4
15	94%	97%	99%	92%	76%	70’	95%	99%	66%	×4

* Add the Assassin’s intelligence to this number. Other factors, like poison level and specific modifiers will alter this total.

Class Ability Notes

Hide in Shadows, *Move Silently*, *Climb Walls*, and *Open Locks* are as the skills for the thief class. The assassin also backstabs like a thief.

Disguise, *Fall*, and *Escape* are exactly like the skills for the ninja class, while *Investigation* derives from the yakuza class. Poison use is the assassin's ability to use a poison of normal level of strength and difficulty of use. Modifications up or down will derive from the strength of the poison and the difficulty of application.

scores. Assassins use poison as a matter of course, have no restrictions using oil, and use a D6 for hit die for the assassin side of their character advancement. Assassins have a -4 non-proficiency penalty, and may use any weapon, though Asian weapons, both mainstream and derived from ninja techniques, require contact with the orient. Assassins can wear any armor applicable to his or her primary class, but assassination skills derived from the thief class require chain or less, as outlined in Unearthed Arcana, with the requisite penalties for armor types other than leather. If the referee is using non-weapon proficiencies the assassin gains three initial proficiencies and an additional one for every four levels, just like his or her weapon proficiencies. Assassins have a -4 proficiency penalty, which applies to both weapon and non-weapon skills. Assassins save as their primary class.

Kicking It Old School

What if someone just wants to be an assassin? Well, the split class, like the ninja, has that as an option too – almost everything you need for a character is in the class already. The big exception is saving throws, so single class assassins save as thieves. This isn't a by the book reading of the Ninja, but I ran into it in an issue of one of the fanzines, and it makes sense. Of course the Assassin or Ninja will have a much harder time hiding their profession this way, but this is where choosing a profession that is not a standard adventuring one is a good call – use the Secondary Skill table in the Dungeon Masters Guide if you don't have any ideas.

The Assassin's Guild

In this new environment any eligible class or character with the chosen skill (depending on referee choice) can be a member of the Assassin's Guild. However the overwhelming majority of the membership consists of thieves. Fighters tend to be leg breakers and brute force assassins. Clerics tend to be behind the scenes advocates who secretly worship the darker side of their god or goddess or have allegiances to darker deities. Magic-user types tend to use magic to assassinate their targets.

The Assassin's guild still has only thieves for most of the members, but this widens the variety possible for characters and the activities of the guild. And now any one of these groups can reach the head of the guild, not just the thieves.

Of course each referee has to decide what he or she will allow – some will be fine with all options, while others will choose only one or two of the approaches. The important thing is to be consistent and think through how you're going to run it. Maybe the single classed assassins are the ones who rise higher and faster in the guild, while those with adventuring classes aren't around enough to really gain the influence needed to rise in power in the guild, and as a result they don't get the plum commissions. And below them are the ones who only have one skill, and their skills (or lack thereof) make them more like cannon fodder. All of this provides great opportunities for roll-play as a character tries to grow in power in the guild.

Remember also that experience points do not determine level – they determine when a character can go to the guild to get training to increase in level in the guild. Guilds don't have to grant that training, so being involved in the guild becomes more important.

There is one other aspect to going with this system – now anyone can be an assassin. That icy breeze that just passed is the chill your players just felt at that little detail…

Melting Pot in the Dungeon

The Trials and Tribulations of Multi-Classed Characters

by Nicole Massey

Bannor Krynn scowled. With so much to do in establishing the greatest source of information ever known on Onobor, he didn't have time for this. But his secretary didn't miss a thing, and he droned on.

"Tomorrow is a busy day, sir. You have a guild meeting in the morning." Bannor scowled and snapped in frustration, "Which guild?"

"Wizard, sir. In the afternoon you have a meeting with the high priest at the temple, and then the next day you're scheduled to appear at the Warrior's Guildhall all day to train new recruits. And then the next day…"

Bannor tuned his secretary out. He could only handle a couple of days at a time. He looked down at his desk, scowled at the list of legendary tomes he was compiling so they'd know what the Library was missing, and sighed. Two days ruined with guild nonsense. Of course Kara had it no better, as she was off in Phaten with some vast crisis involving four of the six mages on their high council, and Gwen was often away dealing with Craftsman's Guild issues. With all this guild and church bureaucratic time wasting they'd never get the Library finished. But three guilds… No, two guilds and the church. Who had the time?

It's amazing that there was never an issue of the Dragon devoted to multi-classed characters. The elven Fighter/Magic-user is a cliché so engrained in the game it started out as its own class, the Elf class. But aside from the information in the core rulebooks not much has been said about them. They were apparently an area of concern for Gary Gygax, so much that he assigned them level limits and gave them some fairly major handicaps. But the information was incomplete. How many weapon proficiencies did one have? How exactly do you handle hit points when a multi-class hits name level, and what type of hit dice does the resulting character have?

Unearthed Arcana dealt with a few things, like characters with high ability scores, (though that actually started in the Player's Handbook, something many players and referees forget) and Gary's New Jobs for Demi-humans article in the Dragon ("*The Sorcerer's Scroll: New Jobs for Demi-humans*", by E. Gary Gygax Dragon 96, p8) increased the number of options available. But the reason for these things was never explained. What was the in game reasoning for level limits? Why did someone earning the experience points for two classes have such odd hit dice? And what to do about the things not explained?

Why Things Were The Way They Were: The Early Days

I've heard it said that Gary never wanted demi-humans in the game. His idea was clearly stated in many early issues of the magazine – he believed that D&D and later AD&D were about lawful good parties bringing civilization and a sense of moral order to the wild world. His view of the game was very humanocentric, and he only put elves, dwarves, and halflings (originally called hobbits) in the game because all of his Tolkien loving friends wanted them so they could play them. (Gary stated in one of his Sorcerer's Scroll columns that he wasn't a fan of Tolkien's epic, and that he felt Gandalf was a substandard wizard.) So for his own personal sense of game balance he limited how high they could go in terms of level to keep these creatures from taking the world from humanity.

There's also something else important here – Gary Gygax was widely read. He clearly took cues from writers like Robert E. Howard, Fritz Leiber, Jack Vance, and even the Greek myths. His view of characters providing a civilizing influence on the world, gaining enough experience so they could establish strongholds and retire as landed gentry, is not a far cry from the opinion that all of Heracles'

labors were about getting rid of chaotic elements and taming the world for an ordered and complacent Hellenic populace. If you question this, look at the reading list in the Dungeon Masters Guide (DMG), with his comments.

Look at the DMG – training for level is done by established members of a character's own profession. Fees are set per level, the training time is defined, and each one comes with a specific title. Since we're dealing with a medieval based societal structure, all information comes from one of two areas – the guild or the church, and in a pantheistic society the church's power was not as pervasive as one's guild. So it was the humanocentric guilds that set the tone and prevented these uppity demi-humans from becoming too powerful. And this is a cultural thing. For evidence of this we need look no further than the Oriental Adventures book, where no class has level titles except the Monk, who was pulled from the main game and placed properly in context.

Level limits are controversial. The general reason folks use them is because the rules tell them that not using them will allow the demi-humans to take over everything. I've played this game now for almost 34 years, we've never used level limits, and we've never had a problem getting folks to play humans – they tend to choose it of their own volition, in fact. Some classes can only have humans in their ranks, (monks, mostly after UA, though for a long time the paladin and druid were in that category too – EGG's article, "New Jobs for Demi-Humans" changed that for druids) and it's so much easier to play a race you know from personal experience. Still the opinion persists that removing level limits will allow demi-humans to take over your game world.

I want to digress here for a second. This is not a game mechanics problem, it's a player problem. If you have the type of players who would choose a character class just because of the advantage they get from it, then that's the problem, not that elves or other races have some advantages. I suspect the reason we haven't had anyone power game demi-humans is because I screen for power gamers. They're not going to like my campaign, because I can go for an entire session with no combat and if someone doesn't role-play well they're not going to enjoy it. So that may be exactly why I've never had any problems with this.

It's your choice as a DM if you're going to have level limits. If you are, role-play it to the hilt. Have the training handled by humans only past a certain point. Have higher level characters of the character's race packing up and leaving when they hit their maximum. Include some grumbling about this at bars that cater to specific demi-human races. And of course make the guild a force in your game world. (And if you don't use the limits, you can still role-play the importance of guilds)

I'd like to take a moment to address the level limit issue. The contention is that it is there to keep demi-humans from becoming too powerful. Let's look at the reality of that situation. Most characters can do only one thing in a particular melee round. The exception to this is fighter types. So that limits how much one character can do to affect a fight. Furthermore, a multi-classed character will always be at least a level behind most single classed characters. So, with the exception of some thieving skills where racial bonuses come into play, the multi-classed character will be behind the single classed ones in ability. And this is for the duration of the campaign, unless the referee lets folks play their characters in other campaigns or does side adventures with a subset of the full party.

Since experience points are shared instead of individual, the multi-classed character isn't going to get a bigger share of the "prize", either, so they're not really taking anything from the single classed characters in the party. So I fail to see "the demi-humans threat" in anything save a one on one combat between two individuals. And since this is mostly a cooperative game with parties instead of single players I don't think it's as big an issue as Gary made it out to be. (And in a one-on-one combat, the character is going to need every trick he or she can muster to get out alive, as no one else is backing him or her up if a bad roll of his or her dice or lucky shot from the opponent happens.)

When 1+1 Doesn't Equal 2: Hit Points

The hit point thing baffles a lot of folks. You're gaining the experience for two classes, paying training for two classes, and yet you get only an average of hit points? Why?

It's simple – as we determined before, the creator of the game didn't want these characters taking over his game. The Humans were the focus. There's all kinds of rationalization going on about this – less focus on things means less body development or ability to dodge blows. That one gets bandied about all the time, and it's hogwash – if the character is gaining the experience for two classes, he or she is spending the same amount of time in each class's pursuits as a regular character. Another common excuse is that one creature's frame can't support that many hit points. Again this is nonsense. AD&D doesn't have a max hit points dynamic like Rolemaster does, so that point is moot.

Several ways have been suggested to resolve this little problem. The two most common are 1) grant hit points for both classes when levels are gained, and 2) grant the hit die for the better of the two classes. Each has their rationale.

For option 1, you can't deny that the character is doing the work. And if a human did it as a dual classed character they'd gain both sets. So it makes sense to grant the fighter/magic-user D10 and D4 when the levels are reached.

But the proponents of system 2 argue that the character is in one physically oriented class (fighter) and one non-physically oriented class (Magic-user) so the one with the better physical development should take priority. The fighter isn't providing up to fourteen points a level, only ten, and that should be the maximum. It works better for game balance, and it's the way the Elf class worked in the early days, so it should work that way now too. And there is a precedent – saving throws use the better of the two classes for the number.

As the saying goes, your mileage may vary. Either of these two options should apply depending on your campaign.

Both of them also resolve the hit die problem. If a fourth level character is built in system 1, then he or she is an 8 hit die foe, just like in D&D 3x. If the character was built in system 2, he or she is 4 hit dice in strength. So either approach works for that. And the name level issue is resolved too – the character with a class that hits name level earlier than his or her other class will handle it either by gaining extra hit dice while only points in the other class for system 1, and will not have it to deal with at all in system 2 as he or she is gaining only one class allotment of hit points, the better of the two. So, on to skills…

I'm Just A Skill, Yes I'm Only A Skill...

Now comes the big question – how many weapon proficiencies does the multi-classed character have?

Again, this is a sticky situation, with two answers – all of them, or the better total. And when do they kick in? This becomes more complicated when you take non-weapon proficiencies into account, too, as some classes get more than one when they get them.

There's a case to be made for the "all of them" approach, especially if the character is only getting HP from one class. Yeah, the character is going to gain a lot of weapons, but how many will he or she actually be able to use? Any smart character will take the club when they get a chance if they can, because it is something you can find in the woods. Slings are almost as easy to make, too. And who knows when you're going to have a chance to use that spetum proficiency. If this approach is taken it's suggested that you require the character to spend proficiencies on weapons the class can use – don't use that magic-user proficiency to buy an aklys, it has to be a dagger, stave, dart, etc. that magic-users can actually use.

If you're going to pick the better of the two, which again has better game balance, this becomes sort of a moot point, though reconciling when proficiencies are gotten can get a bit interesting. (I suggest some fancy averaging in an Excel spreadsheet with everything represented up to some impossible level to set a comfortable progression)

Non-weapon proficiencies are a different matter. The systems presented in Oriental Adventures, the Dungeoneer's Survival Guide, and Wilderness Survival guide aren't well designed, and some strange things came out of those three tomes on that point. [I have developed a unified list that has rules to resolve this and get everything on the same page, and I hope to have it published in the not too distant future] But there are proficiencies that will help one class over another, and just picking the better of the two causes some interesting problems. Again, keeping them separate seems to be the best choice in this particular situation. Increasing the number of available proficiencies might also help some of this – I have 134 in my current list, and some of them require multiple proficiencies to gain them and a subset require multiple proficiencies later on to keep gaining more facility with them. This kind of approach makes more proficiencies useful without resulting in everything failing on a 1 (or 20 in some cases, with how the rules are inconsistent) and everything else being a success.

So, after dealing with hit points and skills, both weapon and non-weapon, that brings us to starting money.

Just Give Me Money...

The rationale for varying amounts of starting money is that pre-characters have different expenses and ways to earn money, and they wind up with different stuff in their pre-character days. That's why fighters, who have to have armor and weaponry to get good enough to be a character, get a lot of money while magic-users who spend their time in apprenticeship and have expensive tools and books to buy have so little. There's a rationale for each class's starting money.

The rules for multi-classed characters state that the character gets the best starting money between the two classes. This is one of the places where the character gets an advantage under the current rules.

Starting money is a problematic thing in the first place. For instance, let's take a fighter. We'll assume maximum starting money. Unless the fighter takes only cheap weapons he or she can't afford to own all of them and armor of decent quality too, and still get basic equipment. I understand that characters have to be hungry to have motivation to go out and seek out potential death, but they also need to have a reasonable chance of surviving, and that takes money.

But back to the topic, maximum between the two (or three) classes has its problems. Fighter money is not bad, but then add in a holy symbol, some holy water, prayer beads, spell components, and a few other things needed and then the money is getting a bit tight. And there's the other thing to think about – how did that fighter/cleric earn that money over what a cleric makes?

To make this work well there needs to be an overhaul of the money system for the game.

This is where they take a bit of a hit to my thinking. Take the starting money maximums and average them. So our hypothetical fighter/cleric above would get 160gp to start with. Calculate this how you like, but 4d4x10 probably provides enough randomness for most uses if the DM doesn't award starting money at maximum. You can work out schemes for other combinations as well.

I tend to award the basics to characters and then give them a set stipend to buy what they need to start adventuring based on their social status instead of their class. Fighters start with reasonable armor of their choice, their weapons, clothes for normal daily wear, a helm, a shield, and serving ware – a cup, bowl, and cutlery of ceramic and iron for the knife and spoon. (Only the gentry and higher use forks at this time). Thieves have their tools, weapons, leather armor, clothes, and the same serving ware. Magic-users have their clothes, spell books, weapon, and components for one casting of each of their spells, along with the ubiquitous serving ware. Clerics have clothes for daily and for ceremonial wear, their weapons and armor, holy symbol and other religious paraphernalia, and of course their bowl and cup and knife and spoon. Then they get their stipend and they get to go shopping for their backpack, iron rations, lantern, and ten foot pole that every adventurer must have or no one will think they're serious enough to get hired out of the tavern to do their special job.

It's Only a Job

So, with all these changes in mind, are there any multi-class options that the designers missed that are logical ones? And do the current ones make sense?

EGG's article, "New Jobs for Demi-Humans," from his Sorcerer's Scroll column in Dragon #96, starting on page 8, does an excellent job of covering the bases missed before. His response to Roger Moore's excellent gods of the demi-humans articles was to allow clerical types for the demi-human races. This gave us the class with the single highest experience point costs – the ranger/druid/magic-user. But without adding classes there aren't many ones I feel were missed. You could probably replace thief with assassin for any class capable of being both if you so choose. But for the most part these are all okay as they are.

What are the best class combinations to play? Well, as you might gather from my prior comments, I'm not going to tell you the most advantageous class to play, as that's a style of gaming I don't care for. Choose the class combination you can live with, as you're going to be about a level behind single classed characters, and more than that for the triple classed multi-classes. You'll also be a lot more versatile, but since you can only do one thing at a time you're not as versatile as two characters. And don't forget that you'll face prejudice from some races, which will cause difficulties in some quarters.

Climbing the Guild Ladder

Now comes advancement up the rungs of guild status to your destination point. If the DM is using level limits then this ends a lot earlier, of course, because you're going to run up against the level limit before long, but you'll still keep spending experience points on a class you can't advance in. This is often the single biggest place for complaint in the game for those playing multi-classed characters. They ask, Why?

Experience doesn't grant levels, training does. The experience is what gives you the real world understanding to gain from the training. This is one of the key reasons why level advancement doesn't

Character Class Options

Following is a list of allowed race/multi-class combinations gleaned from the AD&D *Players Handbook*, *Unearthed Arcana*, and articles published in *Dragon Magazine*.

Dwarves

Hill and Mountain: fighter/cleric [1], fighter/thief, fighter/druid [1].

Grey: fighter/cleric, fighter/thief, fighter/druid [1], cleric/assassin.

Elves

High: cavalier/paladin, cleric/magic-user [1], cleric/thief [1], fighter/magic-user, fighter/thief, ranger/druid [1], fighter/magic-user/thief, ranger/druid/magic-user [1]

Grey and Valley: cavalier/paladin, fighter/magic-user, fighter/cleric, ranger/druid, cleric/thief, fighter/thief, thief/magic-user, fighter/magic-user/cleric, fighter/magic-user/thief, ranger/druid/magic-user [1].

Drow: cavalier/paladin, cleric/fighters, cleric/thief, cleric/magic-user, cleric/illusionist, fighter/cleric/thief.

Wood: cavalier/paladin, cleric/fighter [1], cleric/magic-user [1], cleric/thief [1], fighter/magic-user, fighter/thief, ranger/druid [1], magic-user/thief, fighter/magic-user/thief, ranger/druid/magic-user [1].

Wild: druid/ranger [1], thief/magic-user, fighter/thief, fighter/magic-user, ranger/druid/magic-user [1].

Gnomes

Surface: fighter/illusionist, illusionist/thief, cleric/illusionist [1].

Deep: fighter/illusionist, illusionist/thief, cleric/illusionist.

Halflings

All: fighter/thief, fighter/cleric [1], cleric/thief [1], ranger/druid [1].

happen until training does. It's an often forgotten aspect of the game, but one that needs consideration, as it makes clear where this level limitation comes from.

Demi-humans don't advance past a certain level because they can't get the training. The Unearthed Arcana information about higher advancement because of high ability scores provides a game mechanic for someone at the guildhall saying, "Well, we normally don't do this for folks of your race, but since you're so exceptional we'll do it for you." So those "lost experience points are there for the level advancement if the character can just find someone willing to buck guild policy and train the character. This is a huge opportunity for role-play, as the character identifies his or her potential target patron and then either worms into the patron's good graces or sets up the patron for blackmail. It's a bluebooker's dream.

I take a slightly different approach. Fighter/Magic-user, to pick a popular one from the list, is a single class like it used to be for elves. A character pays one training fee, though I specify higher training times, and they are trained at one of the two guilds for their main training with an agreement between guilds for the rest of the training in the other class or classes. This minimizes down time, makes calculating things much easier, and doesn't wind up with one class higher than the other. (which is a major boon for doing this all in Excel with index and vlookup functions)

Conclusions

With a little work, some slight reinterpretation of the rules, and some common sense all of this fits together in a more harmonious way. The bookkeeping is simpler, the classes feel more organic even when in combinations, and the player of a multi-classed character isn't quite so confused all the time. I hope I've solved some of the conundra involved in this until now only minimally dealt with facet of the game. And if you have any questions feel free to write me and I'll deal with them in the advice column.

Character Class Options (continued)

Half-Elves

All: cavalier/paladin, fighter/magic-user, fighter/thief, fighter/cleric, cleric/magic-user, ranger/druid, fighter/magic-user/thief, fighter/magic-user/cleric, ranger/druid/magic-user [1].

Half-Orcs

All: cleric/thief, cleric/fighter, cleric/assassin, fighter/assassin.

Half-Ogres [2]

All: fighter/cleric.

Notes:

(1) "*The Sorcerer's Scroll: New Jobs for Demi-Humans*", by E. Gary Gygax Dragon 96, p 8

(2) "*The Sorcerer's Scroll: The Half-Ogre: Smiting Him Hip and Thigh*", by Gary Gygax, Dragon 29, p 12

Attention!

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Mercenary Companies of the Lakelands

by Andrew Hamilton

Note: The Lakelands are the author's current campaign setting. It is a primarily rural, balkanized setting with a number of independent communities, petty nobles, and a strong, fiercely independent, freeman class. The region is wealthy, but that wealth exists in the form of land, farms, livestock, buildings and tools, not in gold and silver coin. Not surprisingly, the Lakelands are characterized by being located adjacent to a large lake (like the Great lakes of North America), with plentiful rivers, creeks, ponds and smaller lakes across the region.

Note: The creation of the standing mercenary companies of the Lakelands, and ultimately this article, was inspired by the article "Fighters for a price; Why to use mercenaries and how to find 'em" in Dragon #109 by James A. Yates. That article, and the DMG description of mercenaries should be considered required reading by any DM or player who intends to utilize mercenaries in their campaign.

While the Lakelands are a stable region, with no open warfare between the communities (in living memory), there is still the threat of banditry, humanoid raiders, and the occasional spirited trade or property rights dispute between wealthy families. These threats are real enough that there is a demand for both adventurers and mercenaries. With only a few exceptions, the mercenary companies of the Lakelands are small, perhaps a score of soldiers. There isn't enough work, or the type of work, to support large mercenary companies. The various rulers of the Lakelands also prefer that the mercenary companies remain small enough that they cannot threaten a major community.

The Lakelands are a small enough area that almost any long term resident knows where the major mercenaries can normally be found. Hiring is also pretty straightforward, although hard to do in secrecy. The average Lakelands resident has a neutral opinion when it comes to mercenaries. It is a necessary profession, and honest mercenaries are good to have around; but, they are a group that can cause as much trouble as they can solve, so it is best to have as few of them around as possible.

Mercenary companies tend to get the contracts that require the protection of people or places. The few contracts that require an assault on a place either go to adventuring companies, or are shared by mercs and adventurers.

Most of the mercenary companies prefer to take contracts that require the protection of merchant caravans, temporary protection of a community or place (including providing protection to wilderness work camps), and similar escort service. A few of the mercenary companies will hire out to support adventurers, but they prefer to take contracts that limit their activities to protecting pack animals and camps. Only a very rare few will take contracts that require them to enter ruins and dungeons.

Hiring Mercenaries and Conditions of Employment

Hiring a mercenary company is more complex than just negotiating a price, shaking hands, and handing over a bag of gold. There are a number of common practices that must be considered, and a number of conditions of employment that mercenaries will demand.

Signing Fees: most of the mercenary companies lead frugal existences; being constantly low on cash often places them in a position where they must demand a signing fee just to make back payrolls, replace worn equipment, etc.

Expenses: in addition to the standard rate, there is the matter of expenses, which at the very least will include food and animal fodder in the field, and shelter in urban environments. Most mercenary commanders will also present a bill for damaged equipment, lost weapons, slain pack animals, and whatever else they think they can get away with.

Equipment: mercenaries are willing to take equipment in lieu of some of their pay, depending

upon the equipment. Arms and armor will be accepted at ½ of the value of the equipment, and goods such as tents, camp roll, boots, clothing, will be accepted at ¼ the value of the equipment. In no case will a mercenary commander agree to accept more than 2/3 of the contract value in goods.

Contracts: it is standard practice for a formal, written contract to be drawn up. This contract includes details about the duration of the engagement, the signing fee, the daily or monthly fees, division of any captured booty, and reimbursements for damaged or consumed materials. The contracts also tend to very specifically detail what type of actions the mercenaries will engage in, and what type of actions will lead them to leave the field.

Healing: mercenary commanders will always ask for healing, particularly when defending a town or village with a church or druidic circle.

Weregild: a final consideration is the matter of weregild in the event of a mercenary's death. While soldiering is a dangerous profession, and mercenaries do not expect to die of old age, they do have an expectation that should they die in the field that some fee will reach their family. Typical weregild in the Lakelands is a sum of 50 to 75 gp per soldier, 100 gp for a sergeant, twice the base amount for a lieutenant, and 100 gp/level for a Captain. Weregild is normally written into a contract, and it is a reasonable mechanism to help ensure employers (i.e. PCs) do not use mercenaries as disposable resources.

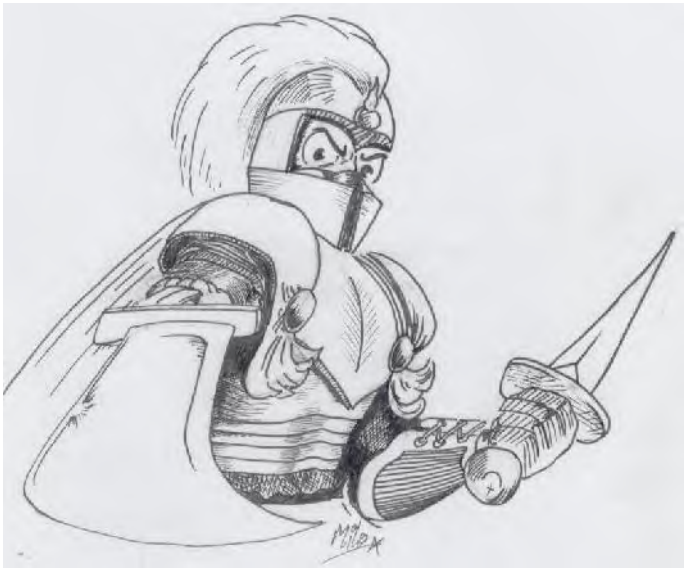
Support Services

The mercenary companies in the Lakelands are small companies, and rarely rolling in excess cash. As such they are forced to be more self-reliant and innovative than larger mercenary companies that might operate in the Old Kingdoms or the Imperial Regions. Some of the services that they must provide for themselves include:

Healing: typically at least one member of the mercenary company will have a passing knowledge of healing (equivalent to the healing NWP described in the WSG); the most fortunate have a healer knowledgeable in herbalism as well, or more than one skilled healer.

Weaponsmith, Bowyer/Fletcher & Armorer: the soldiers are expected to maintain their own weapons and gear, and often one or more of the soldiers will have some skill as a smith (as per the Smith class in Best of Dragon #4).

Quartermaster: a duty normally assigned to a senior and trusted sergeant, this is a very important position, and one which can expect a great deal of micro-management from the commanding officer.



Officers and Non-Commissioned Officers

As described in the DMG, a sergeant is required for every 10 soldiers, or a lieutenant can command 10 soldiers per level. Most of the mercenary companies in the Lakelands have an excess of officers and non-commissioned officers; this is a characteristic likely to be shared by any successful mercenary company. There are many advantages to having excess officers and non-commissioned officers in a company:

- It allows smaller, independent units to be broken off of the main body and sent on specialized missions. This would include scouting units, units descending into a dungeon, or smaller bodyguard units.
- The non-coms or junior officers are often loyal and trusted members of the company that can be trusted to carry out important, non-violent tasks on behalf of the commander (like

bargaining for provisions, overseeing prisoner exchanges, recruiting, etc.).

- Seasoned non-commissioned officers may be assigned smaller units of recent recruits in order to train the recruits and integrate them into a larger company.
- Having more officers increases the likelihood that the chain of command will remain intact during combat.

Ultimately, the more officers and non-commissioned officers that a mercenary unit has, the greater the number of deployment options available to that company. Options have value, and may be the difference between life and death when things get ugly.

Established Mercenary Companies

The Lakeland Lancers

Type: Medium Horse

Base of Operations: Willow Flats, the Lakelands

Sponsors: The Church of Tengas, the Merchant Prince

Commanding Officer: Captain Bodrim Jengels (LN human male F6)

Command Staff: 2 Lieutenants (LN human male F3) (LN half-elf male F3); 4 Sergeants (LN human male F1)

Troop Count: 24 horsemen, 3 squads of 8

Notes: it is not unusual for 1 or more low level clerics of Tengas (1d4-1 clerics of levels 1d4) to accompany the Lakeland Lancers when they are in the field on a contract

Morale: base 70%, +5 % serving worshippers of Tengas

Armor & Weapons: The standard battle dress of the Lakeland Lancers is chainmail, full helmet and a large shield (AC 4). They are armed with a medium lance, a long sword, a horseman's mace, and a dagger. Officers wear plate mail armor and carry a shield (AC 2). The Lakeland Lancers are mounted on medium warhorses, and each has a riding horse as a pack animal and to allow them to switch mounts when fast travel is required.

Description

The largest mercenary unit in the Lakelands, the Lancers have a reputation for reliability and professionalism. They specialize in providing protection to caravans and travelers, but do not take contracts requiring sieges, entering dungeons, or similar endeavors. They are sponsored by the Church of Merchants, and they are the first choice when faithful merchants are hiring escorts. The Church of Tengas has seen to it that the Lakeland Lancers have high quality equipment, are well paid, have access to clerical healing and support, good food and quarters, and training. In return, loyalty and faithfulness to the tenets of Tengas and any lawful contract is expected and received.

The Lancers are under strict instructions to treat clients and host communities with respect, honor local laws and citizens, and never act in a manner that will bring dishonor to the Church of Tengas. Being consummate professionals, the Lakeland Lancers are polite, but no nonsense. As they avoid brawling, pay their bills, and generally behave like civilized people, the Lakeland Lancers are welcome in any community of establishment in the Lakelands.

Contract Rates

1,742 gp/month (15% discount for the faithful of Tengas)

60 gp/day (minimum 10 day engagement)

For contracts of 1 month or longer, a 44 gp signing fee and ½ month's deposit is required. For contracts of less than one month, an 88 gp signing fee and 50% deposit is required.

The Lakeland Lancers expect a share of any treasure captured from raiders (4 shares, one for the captain, one shared by the Lieutenants, one shared by the sergeants, and one shared by the men).

Thuril's Tunnel Rats

Type: Sappers

Base of Operations: Raven's Hollow

Sponsors: Flydar's Delve (mountain dwarf clan hold)

Commanding Officer: Captain Thuril (LG dwarf male F3)

Command Staff: Sergeants Duryl (LG dwarf male F2)

Troop Count: 6 (dwarf males)

Morale: base 70%

Armor & Weapons: The Tunnel Rats are able to arm and armor themselves as heavy infantry (splint mail, full helm, shield, (AC 3) & spear, short sword, hand axe, dagger and heavy crossbow) or as tunnel crawlers (leather armor (AC 8) with short spears, daggers and mining/digging gear.

Description

This small unit of sappers takes contracts to clean out old mines, sewers ruins and giant rat infestations as well as helping to breach fortifications, collapse towers & walls, etc. While they claim to be an independent group, led by Captain Thuril, they do have ties to the mountain dwarf clan hold in Flydar's Delve.

The Tunnel Rats have a good reputation, as they are hard-working and deliver on the contracts that they take. The Tunnel Rats are known to take contracts supporting dungeon exploration, raids on humanoid cave complexes, and similar high risk undertakings.

Contract Rates

560 gp/month

20 gp/day (minimum 10 day engagement), 30 gp/day for dungeoneering contracts

For contracts of 1 month or longer, a 110 gp signing fee and 1 month's deposit is required. For contracts of less than one month, a 55 gp signing fee and 50% deposit is required.

The Tunnel Rats are one of the few mercenary units willing to support dungeon exploration. In addition to their base contract rates, when dungeon crawling, Thuril's Tunnel Rats expect a share of any treasure captured from raiders (2 shares, one shared by the Captain and Sargeant, and one shared by the men).

Vaughn's Irregulars

Type: Light Hobilars

Base of Operations: mobile, the Lakelands

Sponsors: independent

Commanding Officer: Captain Vaughn Cuthelm (NE human male F5)

Command Staff: Lieutenant Jenna Redcut (CN human female F2), Sergeants (x 2) (human male F1)

Troop Count: 14

Morale: base 60%

Armor & Weapons: The Irregulars wear studded leather armor and carry a shield (AC 6), and are armed with javelins (3 each), hand axes and a short sword. Both the sergeants and half of the troops also have short bows (for hunting as well as for combat).

Description

Vaughn's Irregulars are a band of light infantry & skirmishers; while they have mounts (riding horses) and the ability to move quickly from place to place, they fight on foot. This rough and tumble outfit is known as the toughest of the Lakeland bands. They also have a reputation as being a little shady, and willing to take on the type of work that other mercenary companies turn down. Vaughn is tough as nails, and ruthless in combat, preferring to lead his troops in hit & run actions, using fire, ambushes, and similar tactics to weaken enemies, and draw them into positions where they can be overwhelmed. His treatment of captives is harsh, and frowned upon by most of the other mercenaries. However, they are effective, and have never betrayed an employer, so Vaughn's Irregulars still find employment.

In addition, Vaughn's Irregulars is the only company willing to hire out a unit of mercenaries to accompany adventurers into a dungeon. As a result they find a fair bit of work in the Northride region, supporting bands of adventurers exploring the caves and fighting humanoid raiders. There are rumors that the Irregulars have also practiced banditry, but there is no evidence of this.

Contract Rates

836 gp/month

30 gp/day (minimum 5 day engagement)

50 gp/day dungeoneering contract (for 5 soldiers, 1 sergeant, and 1 lieutenant, plus 1 share of treasure equal to an adventurers share)

For contracts of 1 month or longer, a 118 gp signing fee and ½ month's deposit is required. For contracts of less than one month, a 25 gp signing fee and 50% deposit is required.

The Criskford Guard

Type: Heavy Horse

Base of Operations: Criskford

Sponsors: The Relhard family (nominally independent, but essentially an arm of the Criskford Mounted Watch)

Commanding Officer: Commander Ferris Relhard (LE human male Cav3)

Command Staff: Sergeants (x 2) (LE human male F1)

Troop Count: 16

Morale: base 70%

Armor & Weapons: The Criskford Guard are mounted on heavy horse, and armored in plate mail, full helm and shield (AC 2), armed with a heavy lance, long sword, horseman's mace and dagger. In the field, the Criskford Guard have a supply train (a dozen pack horses and a few riding horses)

Description

The Criskford Guard are known as arrogant, bullying, and quarrelsome mercenaries. They are generally disliked across the Lakelands, and considered by many merchants to be bandits. This company has several "letters of mark" giving them certain powers within the lands claimed by Criskford, and within this area they have been known to stop travelers and "collect" road fees and other taxes.

The Criskford Guard often get short contracts to escort merchant caravans from Criskford to the next community (contracts which the merchants enter into to ensure that they don't have a "tax assessment"), but the company has been known to range farther afield, has been involved in defending the Lakelands from humanoid raiders, and despite the dislike most have of the Criskford Guard they are grudgingly accepted as being a skilled and disciplined force.

Contract Rates

588 gp monthly

22 gp daily (minimum 3 days contract, paid up front)

For contracts of 1 month or longer, a 200 gp signing fee and 1/2 month's deposit is required. For contracts of less than one month, a 10 gp signing fee and payment in full is required.

The Criskford Guard expects 4 full shares of any loot recovered, 1 for the commanding officer, 1 shared by the sargeants, one shared by the troops, and the 4th share goes to their sponsor.

The Longhill Warders

Type: Longbowmen

Base of Operations: Longhill

Sponsors: Independent

Commanding Officer: Captain Arik Kinkaid (CG human male Archer3)

Command Staff: Sergeant Connik Fayl (NG half elf male R2)

Troop Count: 7 longbowmen (4 are NM, 2 are F1s specialized in the longbow, and 1 is an Archer 1)

Morale: base 70%

Armor & Weapons: The Longhill Warders are all armed with longbows and sheaf arrows, each carrying at least 2 score arrows, with additional arrows in their baggage train. They also carry hand axes, long swords, and daggers, but are capable of fighting with spears and staves as well. They are armored in chainmail with helmets, and they sling small shields which they use to bolster their defence in the event that they are forced into melee.

Description

The Longhill Warders are a small group, but extremely well trained as they have a long history. Many of the members are 2nd or 3rd generation, and the community of Longhill is known for its archery enthusiasts and the skill of its militia. The Longhill Wardens was founded by some seasoned landowners as a means of letting their more adventurous sons see some of the world, get a taste of danger, make some money, and have the support of seasoned veterans doing it.

The Longhill Wardens prefer contracts that have them provide support or defence to caravans or fortifications. They have often worked alongside the Lakeland Lancers, and have had a number of unpleasant experiences with the Criskford Guard. The Longhill Wardens will work for adventurers, but do not take contracts that have them descending into caves or dungeons (and will direct such inquiries to Thuril's Tunnel rats). They are salt of the earth, farmers and herdsmen, and well respected by the average citizen of the Lakelands.

In extremis, the Longhill Warders could call upon retired members or younger sons & brothers still in training. Such a muster would easily increase their numbers to the point where the Warders could field 2 score long bowmen, with a extremely experienced and deadly office corp (of leveled fighters, rangers and archers),

Contract Rates

704 gp monthly

26 gp daily (minimum 6 days contract)

For contracts of 1 month or longer, a 40 gp signing fee and full month's deposit is required. For contracts of less than one month, a 15 gp signing fee and payment in full is required.

The Longhill Warders expects 2 full shares of any loot recovered, 1 split between the captain and sergeant, and one shared by the troops.

The Grey Banner Company

Type: Medium Infantry

Base of Operations: mobile, The Lakelands

Sponsors: claim to be independent

Commanding Officer: Captain Harken Grey (LE human male F4)

Command Staff: 3 sergeants (2 x LE human male F1, the 3rd is a LE human male Assassin 4 pretending to be a fighter)

Troop Count: 21 medium infantrymen (2 of these men are actually assassins, both level 2, pretending to be fighters)

Morale: base 60%

Armor & Weapons: The Grey Bannermen are armed with javelins (3 each), spears, hand axes, long swords and daggers. They are armored in ring mail, with open faced helmets and small shields (AC 5).

Description

The Grey Banner Company, or the Grey Bannermen as they informally refer to themselves, are one of the larger mercenary companies active in the Lakelands. They are truly mercenary, not caring whom they contract with, and having no loyalty to any client beyond the terms of the contract (although they dutifully and faithfully honor their contracts). The Grey Bannermen claim to be independent, but rumour abound that they actually work for some for some foreign or shadowy power.

The Grey Bannermen are tough, hard fighting and hard brawling mercenaries, not particularly welcome in any community for long (they are hard on the furniture). However, they have proven their worth in a number of skirmishes against orcs and

goblins in the Northpoint region, and defended Raven's Hollow from gnoll marauders a few years back. While they are infantry, the Grey Bannermen prefer to fight as skirmishers, using speed and terrain to hit and fade away, gaining any advantage that they can.

On occasion (i.e. when times are tough) the Grey Bannermen have hired out a few of their number to accompany adventurers into caves and dungeons. Captain Grey makes a great show of preferring not to hire his men out for such undertakings, but if the coin is right, he'll take any job.

DM's Note: The Grey Banner Company is sponsored by a shadowy organization, one with future designs upon the Lakelands. In addition to maintaining a military presence in the Lakelands, a few members of the company take occasional assassination contracts, and are constantly spying on the region, sending reports back to their patron. The assassins have ties to one of the assassin's guilds in the Old Kingdoms, and may be part of an intelligence gathering operation intended to allow one of the Old Kingdoms (or a major noble house in the Old Kingdoms) to annex part or all of the Lakelands.

Contract Rates

604 gp/month

25 gp/day (minimum 4 days contract)

60 gp/day dungeoneering (4 gp & 40gp/day per soldier & sergeant respectively) The Captain will not dungeon crawl, and when hiring out for a dungeon expedition, the only "unit" available for hire will be 5 soldiers and 1 sergeant (one of the soldiers and the sergeant will be an assassin)

The Grey Banner Company will expect 3 shares of loot in the field (1 for the captain, 1 shared by the sergeants, and one shared by the troops). When dungeoneering, they expect one full share (shared amongst the men in the dungeon, less a 10% fee to the captain).

Using Mercenary Companies In Play

There are three ways in which mercenary companies can be used in play. They may be hired by the PCs to support some undertaking; they may be hired by the enemies of PCs or otherwise oppose the PCs; or they may employ the PCs.

There are many reasons that adventurers would hire mercenaries; from descending into the dungeon, to protecting the personal property of the well to do PC. When hiring a mercenary company, a PC will want to be very careful in their selection, and be certain to treat them well (hopefully ensuring loyalty). Being cheap when hiring mercenaries tends to backfire. A PC should be prepared to pay to properly equip their mercenaries, as well as pay enough (and promise bonuses) to ensure loyalty. Mercenary companies could be hired for the following:

- The fill the classic "red shirt" role, helping to set off traps and to stand between the magic-user and the orc hordes while exploring dungeons.
- To assist in the assault on, and plundering of, enemy strongholds. While it isn't necessarily heroic, having 80 (or even 20) well armed men at arms helping you out makes invading the goblin stronghold much easier.
- To protect the PCs belongings. This could include working as a household guard to keep kids off the lawn and orcs out of the stables while the PC is off slaying dragons. It could also include traveling with the PCs during a wilderness adventure, and guarding the camp and pack train.
- To provide support during large undertakings. For example, a company of 20 mercenaries helping to guard the wagon train necessary to bring every copper piece of the dragon's hoard back to town will discourage many bandits and thieves.

Of course, the PCs enemies and rivals have the same reasons, or opposite reasons to hire mercenaries. This is particularly true in those cases where the PCs have a long running dispute with some villain. That villain will seek means of protecting themselves or harming the PCs (or both). Hiring a mercenary company might just do the trick.

One should also ponder the differences between an unemployed mercenary company and bandits. It's not unlikely that the bandits one has the misfortune to encounter are actually mercenaries between contracts. Such a band would likely have better equipment and tactical skill than a rag tag band of brigands.

The third use, as an employer of PCs, is a whole new topic, and one that opens up all kinds of opportunities.

Working For A Mercenary Company

As described in the DMG, the average man-at-arms is a 0 level human, and the officers, while equivalent to fighters, have no ability to advance in level. It is quite likely that, at least by the book, that a PC adventurer will outmatch a mercenary on a one to one basis. In fact, a mid-level band of adventurers can probably defeat a mercenary band 5 to 10 times their number. Given this disparity in relative power, one would expect mercenaries to be eager to hire adventuring PCs and NPCs. In some cases this will be true.

However, a mercenary company that contains standard mercenaries and advancement capable PC will have some issues to manage. Firstly, the existing officer class will likely resent the fighters that have the capability of overshadowing them. This may lead to bad blood, arguments, and refusal to obey commands. Such internal dissension is bad for the mercenary company's morale and effectiveness.

Second, PC and NPCs with levels often demand wages that a mercenary company simply cannot pay. As appealing as it would be to have a 9th level fighter and 9th level magic-user backing up your mercenaries, the cost is likely prohibitive.

Third, high level characters (particularly PCs) attract the kind of trouble that normal men cannot finish. Unless you are of an equal level, hanging around with a group of 12th level adventurers is probably not good for your continued well-being.

Finally, some PC classes are just a bad fit in a mercenary company. Druids, paladins, monks, and illusionists come to mind. Barbarians and cavaliers (if one uses UA) are also problematic. Loose cannons, glory hounds, and heroes have no place in a mercenary company.

That said, mercenary companies are happy to hire 1st level characters, and a mercenary company makes a good place to start a campaign (or at least to explain how the PCs all know each other). Defending caravans, assaulting enemy strongholds, guarding a wealthy merchant, these are all interesting (and possibly rewarding adventures). Unless there are command opportunities, such a job is likely to become quite unrewarding for a mid-level adventurer.

Of course, when a mercenary company has a problem it can't solve (like a dragon, lycanthropes, or evil arch-mage), they may contract with the big guns. In these cases, an adventuring party might find themselves filling the role of "red shirt".

Arrow of Fireballs

by Bryan Fazekas

These arrows are +2 to hit, and explode into a Fireball causing 6d6 points of damage when striking a target. The Fireball consumes the arrow, and if the arrow misses its target it will be broken. The creature struck by the arrow is not allowed a saving throw, although others in the area save for half damage

Handaxe of Fireballs

by Bryan Fazekas

These magical hand axes identify as +2 to-hit and damage. A user will find out differently only if he is subjected to a fire attack. If the axe is in hand at that time the bearer is protected by fire resistance as if wearing a Ring of Fire Resistance.

The real power of the axe is in throwing it. Any hit of a natural 20 detonates a Fireball upon the target creature, causing 6d6 points of damage. The creature struck receives no saving throw but others in the area of effect are allowed one. The axe can be thrown up to 6" with no penalties to hit.

Note that if the throwing range is 2" or less the thrower will be in the area of effect.

Back In The Day ...

by Bryan Fazekas

Tim Kask, one of the people who helped create OD&D™ and AD&D™, posts frequently to a Q&A forum on Dragonsfoot. Tim is kind enough to answer a lot of questions, and has graciously permitted **&** Magazine to reprint select portions from his forum.

BF: Tim -- got another one for the Wayback Machine. Do you recall the rationale for placing a cap on the levels for the druid, assassin, and monk? They stand out oddly (IMO) and I've been wondering about this.

TK: To answer that question we must, indeed, utilize the Wayback Machine (with a nod to Rocky & Bullwinkle), and set it on Original Mid-Set. So grab your hot chocolate and settle back for a strange tale, a tale of times when RPG's actually had end-game goals.

End-game goals? What a novel idea, at least for what seems to be a majority of contemporary players. Just what were those novel ideas? Same as you and me in real life: make a stack of cash, buy or build the home/castle of our dreams on our own substantial property where nobody is likely to mess with us and retire to enjoy the fruits of our labors.

Yes, Virginia, we really did play like that. All of us had PC's that were "retired" or "semi-retired"; we did not use them except for special circumstances. Learning at Gary's knee, so to speak, as I did, I had a whole stable of PC's because he did, as well as the rest of the original players. It seems today that too many players get way too involved in just one PC; to say that some seem to obsess over their PC's is fair, I think. When you had a stable of PC's, as we did, you could view the PC's as you might a pack of fine hunting dogs. Each dog in the pack had its strong and weak points, but you seldom develop a deep attachment with more than one or two of the pack. Certainly it hurts to lose any of them, but the pack endures.

Part of the reason we had multiple PC's had to do with injury, healing and timelines; if my currently-favorite Fighting Man was laid up recuperating (I hated those original healing rules and argued with Gary about them several times.) but word had just come at the tavern that a new menace was in the offing with a promise of loot, I "played" my next-best-for-the-situation character. We were gathered together to play, after all.

Having tried to explain the prevailing mindset, the following answers may make a little more sense.

The Druid class actually had a bit of historical research behind it so setting a level limit that corresponded to historical thought about druids (we really know very little outside of the Roman propaganda) seemed a logical thing to do. After all, years and years of study working their way through the druidic and bardic ranks meant that most high level druids would be fairly old men. Gary had done a prodigious amount of research and had planned on a druid of his own, well before Dennis sent his excellent take on it to us. The mists of time make it a big foggy, but I do not recall making much alteration to the druid to meet Gary's OK to publish. (One of the very few cases of running anything past him first was anything that might become construed as canon, and that only in the beginning.)

The assassin was, in my opinion, an experiment that went wrong. In those early days of negative publicity and much of the public misunderstanding exactly what we were doing, we were careful to downplay the fact that yes, you could do some pretty evil or wicked things in the game if you were of a mind to. We seldom published maleficent spells. The spells were what they were; how they were used and against whom and what was more important. We did state that a good number of spells could be

Tim Kask is one of the proprietors of Eldritch Enterprises (http://www.eldritchent.com/), a new company formed by some of the great minds that produced D&D.

reversed, with pretty nasty consequences. But honestly, we never saw the hired killer as much more than an exotic NPC to be hired to do "wet work". (Gary never understood how Thieves could be tolerated on a daily campaign basis, or how "real thieves" would refrain from stealing from party members if the chance arose. He saw them as the true N/N alignment: "me first".)

Being a subset of thieves, assassins become Hollywood killing machines at high levels; all those adds and boni ("from behind" or "backstab", etc.) meant that they had the capability to take out rather high-level PC's and NPC's willy-nilly. We saw that as too much of a campaign "un-balancer" and did not wish to inflict it on the already long-suffering DM's. We actually made a lot of decisions in the early days from a perspective of not burdening the DM's with more than they needed or could assimilate. Yes, we felt very paternalistic.

TSR was more or less forced to come out with a monk class. We fended off everyone with a mimeo machine that thought we had screwed it up and that they could do it better. David Carradine's Kung Fu resonated with a lot of gamers and particularly RPG'ers who all saw themselves as Caine, kicking butt across the Western US. Sadly, one of the principals (not Gary) was so in love with the whole fighting monk crapola that it was inevitable that we would do one. I have made no bones about the fact that I hate the class. As written, these guys cling to walls and ceilings like Peter Parker and kick butt like Bruce Lee taking on the local toughs and bullies. The D&D monk is a joke in a historical sense. Yes, there were monasteries full of warrior monks in several periods of Japanese history; they were spear-carriers like infantry, not squads of death- and gravity-defying hyper-efficient killers.

So, having elucidated on our mind-set of retirement as the ultimate and totally honorable goal of the game, it comes to this admission: we could not see any good reason why players would not retire old PC's and then foster other PC's to greatness and retirement. This was pre-MM; there just was not that much stuff to kill and it should have gotten boring. We naively thought that most players enjoyed the struggle to survive and thrive as we did. We should have seen that greed would prevail; it always does.

Hope that answers your question. It was a different gaming climate then. That was over 35 years ago, man. A lot of you were not even born then. You had to be there…

BF: Why did magic users have 9 levels of spells while the other classes only have 7?

TK: Over a period of time the conceptualization of clerical "spells" morphed into prayers, rites and rituals. We reasoned that there was a relatively finite number of ways to pray or otherwise invoke divine favor.

Magic, on the other hand, was infinitely mutable and malleable, limitless in what it might achieve. When those mega-spells came out in GH, we had a couple of different motives. First, we were ramping up the lethality of the potential foe. Second, we were introducing mega-magic in the form of scrolls that might be possibly used by lower levels, though sometimes with unfortunate or unforeseen results.

As a DM I have always entertained and encouraged original spell research. I once had a player that had researched fire so thoroughly that he had six legitimate variations on the common fireball spell, for which he paid dearly in research costs and times.

That is another argument in favor of multiple PC's; you can burn months of game time researching while out adventuring as someone else.

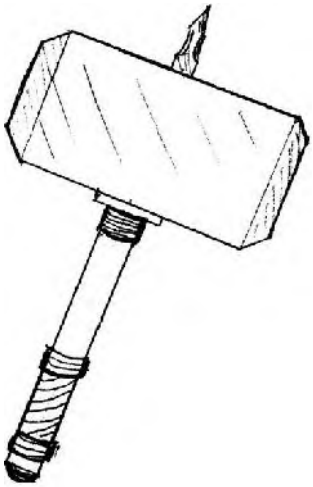
BF: Do you recall where the term "module" came from, in reference to packaged dungeons/ adventures?

TK: "Scenario" was linked to boards, with a little reference to minis. "Modular" was a hot buzzword; modular this, modular that, modular design, spacecraft modules etc. As to which of us, Gary, Brian [Blume] or me, came up with it? Probably consensus.

Five Gnomish Hammers of Power

by Lenard Lakofka

Each hammer appears to be a normal small throwing hammer usable by gnomes and possibly by dwarves (though dwarfish hammers tend to be a bit heavier and longer). Typical dimensions are between one and a half and two and half feet in length with a weight of between fifteen and twenty five pounds. The hammers have forged steel heads, shafts and grips. They are various shades of grey and dark blue. The saving throw of the hammer is two versus all attack forms.



The hammers can be hefted by any non-evil gnome or dwarf but their full potential is only realized in the hands of a gnome. Any Evil figure who picks up one of the hammers must save versus electricity or take and immediate 4d12 of damage, half if a saving throw is made vs. Spells.

The gnome who wields the hammer can be a fighter, cleric or thief (or a combination of those professions). An illusionist can hold the hammer but can only fight with it for seven rounds and only in a life threatening encounter. Otherwise the illusionist will feel a growing sense of fatigue bordering on illness. This does not happen if the illusionist is only transporting the hammer in a backpack or on a weapon belt.

The common powers of the hammers are as follows if wielded by a gnome:

1. The weapon is +1 to hit and +2 to damage (1d4+2) versus the vast majority of opponents. Versus kobolds, orcs, goblins, hobgoblins, gnolls, flinds, and evil giants the weapon is +3 to hit and +6 to damage (1d4+6). Strength bonuses do apply.
2. The hammer can be thrown for distances of up to 240 feet with no range penalty. The hammer will auto return only if it hits an opponent for damage.
3. The hammer can **Detect Magic** or **Evil** within thirty feet. This detection is automatic and continuous. The gnome can touch an ally of his/her choice to exclude any magic that they are carrying and even to stop detecting them if they are evil.
4. The hammer can cast **Faerie Fire** over a ten by ten foot area, once per round and up to twelve times in a day. Two covered areas may exist simultaneous but if a third is ordered the first to be created will dissipate. The Faerie Fire will cover and object or creature in blue light and be sufficiently bright to read a scroll, sign or book if that item is within five feet of the Faerie Fire. The Faerie Fire does no damage to whatever it touches. The range of the casting is thirty feet. The Fire will remain in force for two full hours.
5. While holding the hammer a gnome can see through any illusion (including invisibility) at a range of four hundred feet. The illusion will not vanish but the gnome knows it to be false and will not be tricked by it. An invisible object or figure will be seen in highlight though that thing or person can only be identified by shape: therefore a specific invisible being could not be identified.

Any dwarf can fight with the weapon with the given bonuses. However the hammer will not auto return, cast **Faerie Fire** or **Detect Magic**, but will **Detect Evil** only at a range of ten feet.

Additional powers specific to individual hammers:

Hammer #1:

Major Power: Teleport Without Error to any location that is visible to the gnome up to a distance of six miles. It must be visible and in line of site. In addition the gnome can establish a home location that the hammer will take him or her to upon command. The home location can be changed by command but the gnome must be standing in that location. The gnome can take one other non-evil human or demi-human along.

Minor Powers: Bless a non-evil intelligent being for twenty rounds by touch. The blessed being does not have to remain near the hammer wielder.

Cast three **Mirror Images** of the gnome per the text of that spell.

Hammer #2:

Major Power: Gives the holder **Protection from Normal Missiles** while the hammer is held. If the hammer is thrown the protection goes away until the hammer is retrieved.

Minor Power: The ability to detect gold and silver (unprocessed or processed – jewelry, coins etc.) at a range of fifty feet. The Hammer can he held or it can be in a carrying belt (as long as the dwarf has one hand on the hammer). The gold and silver of the wearer is not detected and he or she can eliminate the detection from detected companions by touching each piece of gold or silver to the hammer's head.

Hammer #3:

Major Power: The ability to strike a held portal, lock or barred door as if a Knock spell were cast at the closed/locked item. The hammer can do this seven times in a 24 hour period.

Minor Power: The ability to **Create Food and Water** (1 gallon of water and a pound of nutritious way bread) per the text of that spell. Those who eat at least 1/8 of the bread (including the holder of the hammer) will receive two points of curing (if they are wounded).

Hammer #4:

Major Power: Can create a small troop of gnomes (illusion) that will move as the hammer holder is moving. The troop can contain 7 to 12 gnomes (1d6+6) and they will appear to have different dress and an assortment of weapons. The holder does not have to concentrate upon their actions since they are a programmed illusion. There will be differences in size, hair color, facial expression etcetera. If they are "hit" the illusion of that one gnome will vanish. Dispel Magic can also wipe out the troop if it is successful versus 14th level magic. The troop will not be able to throw or fire weapons in any case since they are not real. But the fact that they do not move in unison and do not look the same will pass muster with most viewers. There is a "mumble" and "march" audio component to the troop of gnomes but they cannot speak. They do however all move in the same direction, at the same pace although the troop cannot be split. It can come to halt. All of this is directed by the hammer holding gnome if he chooses or he can allow the programmed illusion to operate.

Minor Power: Walk on water, mud or quicksand and not be sucked into the mire. The holder can walk at a pace of 120 feet per round on these types of surfaces. He or she is limited to walking a total of 1000 feet in a single 24 hour period.

Hammer #5:

Major Power: Fly at the rate of 240 feet per round at an altitude not to exceed 200 feet. (Thus the gnome cannot go up tall sheer cliffs.) He may carry up to 200 pounds of materials (including a living being) over and above his/her own armor and weapons (backpacks and other gear are not included in the weight total). If he/she is flying alone then he/she may become invisible while flying. The duration of flying in a 24 hour period is four hours. Flying does not have to be continuous. While flying his armor class is improved by three positions versus missiles and spell attacks.

Minor Power: The ability to understand the conversation of any sentient being within sixty feet of the hammer holder. He cannot, however, speak that language to communicate with the being(s).

Additional proximity powers

If multiple hammers are within 30 miles of one another additional powers come into play.

1. Each holder will be encased in a **Minor Globe of Invulnerability**. If the holder is a spell caster his/her spells can leave the sphere. Also he or she can administer a touch spell, like cure light wounds or fear by touch.
2. The holders can concentrate on another holder and **Teleport Without Error** to the other holder's location. Then if less than an hour goes by, the gnome can Teleport Without Error back to the place he teleported from.
3. The holders can telepathically communicate with one another.

The hammers are valued at 45,000GP and to a gnome may be worth even more. They are not aligned to good since a neutral gnome or dwarf can carry or hold one of the hammers.

Excerpted from Tasha's Gastronomicon:

Orcs are tough creatures, so preparation of orc roasts and steaks requires some preparation. The meat should be cut into steaks or roasts or ground, then aged for no less than three days and no more than five days in a cool environment.

Organ meats have no food value and may contain toxins, so they should be discarded, preferably in a fire. Do not stand down wind of the fire.

Marinade in strong wine, vinegar, or other acidic marinades. Beating with a mallet is also recommended, as many warriors can attest, in softening up the meat. Submersing in liquid for soups, stews, and other boiled recipes is also a good strategy.

Orc meat has a taste similar to wild game, (though stronger) so spice like you're preparing wild boar or venison or bear meat. It tends to be lean, so when using it in sausage pair it with a fatty meat like domesticated pork or seal. The unseasoned taste is an acquired taste, so those unfamiliar with it should get smaller portions to start.

Orc meat doesn't respond well to magic, so avoid using it in recipes that have magical preparation elements.

Air Elemental Mimosa

Ingredients:

1 quart fresh air elemental ichor

1 quart orange juice

Instructions:

Gently stir the ichor into the orange juice, being careful to not stir too vigorously The beverage will foam up and should be drunk quickly.

Substitutions: You may use grapefruit, tangerine, lemon, and lime juice in place of the orange juice. Note that lemon or lime juice will produce a much tarter beverage, and grapefruit is particularly Tasty.

Fresh air elemental ichor has a tart, musty flavor. As the ichor ages the nuances drop away and eventually it tastes like water. Good, clean, fresh water – but water none-the-less.

Warning! Do not substitute earth elemental ichor in this recipe. The result is very unpalatable.

Creature Feature I: Mind Reaver

by Jeremy Dow

	Worker	Guard	Queen
Frequency:	Rare		
No. App:	1d6+4 foraging workers above ground; 2d4*10 + 20 in hive		
Armor Class	5	4	2
Move	15"	12"	9"
Hit Dice	2	4	6
% in Lair	80%	95%	95%
Treasure Type	Nil		
No. Attacks	2 or 1		
Damage	1d4/1d4 or special	2d4/2d4 or special	2d6/2d6 or special
Special Attacks	Mental Attack		
Special Defenses	None		
Magic Resistance	Standard		
Intelligence	Animal		
Alignment	Neutral		
Size	S (2'-3')	M (6')	L (9')
Level/XP Value	28 + 2/hp	85 + 5/hp	225 + 6/hp
Climate	Temperate		
Organization	Hunting Group/Hive		
Activity	Nocturnal		
Diet	Herbivore / Mental Energy		
Morale	Elite		
Modifiers	None		
THAC0	16	15	13

These formidable, parasitic insects range in size from small to large, depending on type. Although they can live on vegetation, they greatly prefer mental energy. They can sense the mental energy of any living creature within 30', and once per round they can unleash a mental attack that absorbs energy from the minds of their victims and transfers it to their own. They will use this attack in melee combat and whenever possible. On a successful melee strike, the workers drain 1d2 points of Intelligence. The exceptions to this are the guards and the hive queen, which can siphon 1d4+1 and 2d4 points of Intelligence, respectively. When attacked, anyone who fails their saving throw vs. Magic not only suffers the Intelligence drain but also has a 50% chance of being mentally stunned for the rest of that round, unable to do anything but reel in shock.

Any victim whose Intelligence score is brought to 0 by the Reavers' mental attacks will die, requiring *Resurrection, Raise Dead, or Wish* spell to bring the victim back. If not killed the lost points are regained at the rate of one point per day of full rest.

Usually the queen and her guards stay in her lair, which is always hidden at the heart of the underground hive. The queen's chamber is quite large due to the amount of eggs she lays. Although the queen and her guards are rarely seen on the surface, the workers emerge above ground to forage for food (grass, trees, and vegetation). Being nocturnal they emerge only at night, and they never wander more than a short distance from the hive and never travel alone. A group of foraging workers will be from 1d6+4 in number.

These creatures are likely to be unseen in an area. The chief evidence of their presence will lie in the effects of their mental assaults. It is typical for a victim to awake in the middle of the night, reeling from a sudden searing headache, and afterwards experience ongoing effects such as nightmares, hallucinations and the like. Often friends and family members believe the victim is suffering from insanity or some sickness, oblivious to the true cause of the symptoms. Another evidence of a nearby hive will be the sudden disappearance of wildlife in the area (due to the insects' mental attacks causing these animals to wander off).

If they cannot find a cave, dungeon or similar underground area to infest, Mind Reavers will create their own home by burrowing with their two front legs. If their population outgrows this, they will burrow to expand its size.

Eggs are about six inches long and take about ten days to hatch, after which the newborn nymphs take roughly four weeks to grow to adulthood. The eggs are rumored to be worth much to wizards and sages, who are eager to learn more about these creatures and their strange ability.

Friend or Foe I: Paquin Crii

by Bryan Fazekas

Author's Note: *This NPC is from my campaign world. While the names are specific to my campaign, the NPC can be used in most campaign settings.*

History

Paquin Crii was born in the year 7866 ASNK in the city/state of Refuge, into a family of great prestige and honor, but little wealth remaining. Being of high nobility he spent much of his youth in the Grand Palace of Refuge. He grew up close friends with Deley Porsupah, nephew of the king Keken Miltoat.

Training together in the arts of combat, they went to war against Refuge's rival trading port Nequat. In vicious fighting both young men showed great skill and courage, and each received battle field honors for their many victories.

Upon completion of the war Crii returned home to find his father dead and the little that remained of the estate gone to pay creditors. With no family or support he left Refuge for a life of adventure at the tender age of 22. His life away from Refuge is almost entirely unknown.

Miltoat employed strict measures during the four years that the war with Nequat lasted. Becoming paranoid with age, Miltoat chose not to repeal the measures imposed by war. In the following years further measures were added to the already strict ones. Taxes crushed the already weakened economy.

A number of important and influential people spoke to the king, and when no results were gained, spoke openly against the measures. The most outspoken were imprisoned on trumped up charges, and later on no charges at all. When that did not quiet the noisy voices more arrests were made and the most vocal were executed regardless of station.

Among the arrested were the King's nephew Deley. The young man had been imprisoned for several years imprisoned when Crii returned to Refuge.

This was not the Paquin Crii of old. He looked more worn than typically does a man of thirty, and his left hand was replaced by a poniard. Hearing of his friend's plight he staged a lone assault on the castle and succeeded in releasing and escaping with Deley and other important prisoners.

Miltoat believed the Assassins Guild was responsible and began a vicious war upon that organization. Three months later the war ended abruptly with the death of the King and his immediate family. Gone also were the entire hierarchy of the Guild, a blow it never recovered from.

His uncle dead, Deley assumed the throne. He released all surviving political prisoners and established a fair law system, repealing the harsh measures implemented by his unlamented uncle. He has ruled since that time with Crii at his right hand.

Paquin Crii

Human Fighter 7 / Assassin 15; Align LE; hp 127; Str 18/41, Int 14, Wis 12, Dex 18, Con 16, Cha 14.

Thief Abilities:

Pick Pockets:..... 105%
Open Locks:..... 82%
Find/Remove Traps:..... 80%
Move Silently: 99%
Hide in Shadows:..... 85%
Hear Noise:..... 40%
Climb Walls:..... 99.3%
Read Languages:..... 65%
Backstab: ..... 5x damage
Read Scrolls: 75%

Originally trained as a soldier, Crii is is reputed to be a deadly swordsman, although he has not had to publicly demonstrate his skill in years. He regularly practices at the Royal School for Guardsmen, so none doubt his ability is as deadly now as it ever was. It is rumored that his poniard is enchanted stronger than his sword, but that rumor has never

been verified. In fact, he is double-specialized in short sword, attacking twice per round at +3 to-hit and damage. His lost left hand was replaced by a short poniard many years ago, and by the time he returned to Refuge he was accomplished in two weapon fighting, striking a third time each round with the poniard (treat it as a dagger).

Crii's training as an assassin has given him exceptional ability with thrown daggers. All his daggers, including the magical ones, are specially weighted so he gets his full strength bonus to-hit and damage, in addition to +3 to-hit for dexterity. His range with these daggers is twice normal range and he can assassinate with thrown daggers at medium range.

His items include: **Short Sword +4**, **Dagger +3**, **Dagger +1**, 4x non-magical daggers, **Bracers of Defense AC2**, **Ring of Protection +3**, **Cloak of Protection +3**, **Banded Mail +3**, **100' Rope of Climbing**, **Ring of Shadows**. He normally wears his Bracers, Ring of Protection, and Cloak of Protection, giving him AC -8. In field situations he wears his magic banded bail with an effective AC of -3.

Crii is currently in his mid-50's. His beard is solid grey although his hair remains dark excepting grey in the temples. His public persona is "playboy", he always has a woman on his arm during public events although rarely the same one twice. He never married and apparently has produced no bastards. His private life is just that – private. Even Deley knows little of Crii's personal affairs.

Behind the Scenes

During the civil war Crii negotiated with the Assassins Guild to gain its cooperation in the fight, utilizing them to remove Miltoat's supporters. At the conclusion of the final battle Crii orchestrated the total destruction of the Guild leadership and quietly assumed control during rebuilding.

His control over the Guild is absolute. Only the top three leaders in the guild know who the Guildmaster is, and they received a Geas to never indicate his identity to anyone. They control an organization that is far stronger that it had been under the previous leadership.

Crii's friendship and devotion to the king are not feigned. There is literally nothing he will not do to protect his childhood friend. Under his tenure the direction of the Guild changed so that it is more aptly termed the secret police of the kingdom than a criminal organization. However, even the top leaders don't fully realize the guild's position as protector of the kingdom.

Assassination in the kingdom is kept low key. Paid jobs always look like accidents or the work of foreign thieves or brigands. No evidence that there is an Assassins Guild in Refuge ever surfaces –

Sadistic DM Alert

The NPC history was provided as background to the characters of my second campaign during the mid-80's. This party included a paladin who was (obviously) good aligned. The party worked periodically for Crii (originally named for a memorable Terry Brooks character in *The Sword of Shannara*) and became favorites of the assassin. He supplied them with a lot of assignments which fit their good alignment and general abilities.

As explained, after the destruction of the original Assassins' Guild, Crii rebuilt it and became the Guild Master. Since Crii is a great actor and the paladin never thought to **Detect Evil** on his great friend and patron, things went on for years of game time with a paladin happily working for the Grandfather of Assassins! [IMC a paladin has to concentrate on **Detect Evil** to make it function. It's not automatic radar.]

When the campaign ended I told the players who Crii was. There is still a dent in my parent's dining room table where the paladin's player's chin hit the table. That is my finest moment as a DM!

DMs are the most sadistic and cruel people imaginable, aren't we?

everyone knows it was aligned with Miltoat and all members killed or fled at the end of the civil war.

Traitors to the throne are publicly exposed or framed, and then publicly executed. Guild members are expected to learn the soft arts of assassination as well as the more direct means. The Guild pulls the strings in several nearby kingdoms where the local Guild Master, a servant of the Refuge guild, does not put the same pretty face on the guild.

Non-member assassins are required to join the Guild (if they prove acceptable) and abide by its rules, to find alternate means of employment, or to leave the kingdoms. The Guild typically places blame on non-members when the assassination of person of high station occurs, so a few are "allowed" to operate independently until needed as the patsy.

The guild leadership is required to carefully consider what jobs they accept, and to consider who customer and the victim are. Crii is known to override decisions and occasionally customers will die at the hands of foreign thieves during a home invasion, or similar unsuspicious circumstances. Crii's deciding factor is the long term good of Deley and the kingdom.

Crii's friends are wide ranging, including many notables in the kingdom. His most noted friend is the paladin Avatar, who is known widely for his many exploits in the destruction of evil. Regardless of what happened to Crii during his "lost years", he is a member of the high nobility, the product of many generations of breeding. The only thing he places above his own honor is the safety of his closest friends.

Beard

by Billi Griffon, Dusty Underhill, and Frank Nobeard

(with apologies to ZZ Top)

She's got a beard, she knows how to use it.

One to be feared, she's no one to fool with.

She's holding beard, wondering how to feel it.

Would you touch and stroke it, she's not going to cloak it.

She's my lady, she's my baby,

And it's alright.

She's got a beard, down to her shin bones,

I'm kinda skeered, she doesn't want to leave home.

The other guys, ask me where I found her.

I never say, the secret's all mine.

She's so fine, she's all mine,

When I come home at night.

She's got a beard, she knows how to use it.

One to be feared, she's no one to fool with

She makes me happy, all of the day.

She is so crazy, in her own way.

And I love her, Yeah I love her,

My lady's alright.

Thrown Punch

Level:	Magic-User 2
Type:	Necromancy
Range:	20' + 1'level
Duration:	see below
Area of effect:	1 target
Components:	V, S, M
Casting Time:	2 segments
Saving Throw:	none

This spell allows a magic-user to "throw" a punch a distance of 20' + 1'/level. The punch always strikes, causing 1d3 hps of damage.

The caster selects his one target (the target of the spell may not be switched), and can deliver a total number of punches equal to 1/2 his level (rounded down, minimum of one punch), at a rate of 2 punches per round.

The material component of this spell is a strip of leather wrapped around the caster's fist.

Source: Andrew Hamilton

Friend or Foe II: Three Dwarven Weaponsmiths

by Nicole Massey

These three smiths work together at all times. They maintain a large shop in the city near the intersection of the dwarven quarter and the warehouse district. . These three smiths are known for three things – fine weapons, beautiful coaches, and loud music. They always travel in an ornate red coach made of metal.

The leader of the trio is **Billi Gryphon**:

Mountain dwarf fighter level 11; hp 100; AC 1; MV 9"; #AT 2j; D 1d8+7; AL NG; wears banded mail and carries a battle axe.

> Str 18/79; Int 17; Wis 12; Dex 14; Con 17; Cha 6; Com 5.

He's a dark haired dwarf with shining black eyes. His beard is so long, it garners envy from all dwarves who see it. Billi is the conceptual leader of the group, and most of the new designs are his. Billi also plays the lute.

Dusty Underhill is the second of the trio.

Hill dwarf fighter level 12; hp 111; AC -1; MV 9"; #AT 2; D 1d4+8; AL NG; wears plate mail and carries war hammer.

> Str 18/62; Int 16; Wis 14; Dex 15; Con 16; Cha 5; Com 7.

He is a darker dwarf, and he is often the one to solve practical problems. Dusty plays a big bass viol that most people would think is too tall for him to play.

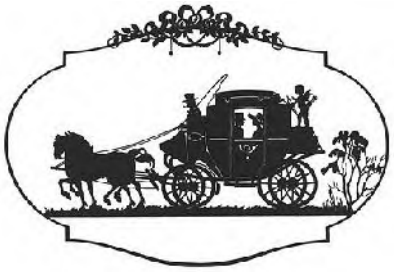
The third member of the trio is **Frank Nobeard**.

Mountain dwarf fighter level 10, cleric level 10; hp 92; AC -1; MV 9"; #AT 2; D 1d6+9; AL NG; wears chain mail and carries mace.

> Str 18/93; Int 15; Wis 18; Dex 16; Con 15; Cha 7; Com 6.

Frank is clean shaven, either by choice or genetics, no one is sure which, and he doesn't talk about it. Frank is the execution man, leading the crews to construct the designs the other two create. He also is great with the details, offering modifications the other two miss that really enhance the result. Frank plays drums when the three make music.

All three are first rate enchanters, with skill that parallels all but the most famous historical forgers. Their shop can turn out weapons, armor, or even firearms to dwarves. After the shop closes at night, they play, and their magically enhanced instruments are very loud.



All three of them are allegedly married to extremely beautiful elven women who have been known to use the hard to miss red coach to travel around the city and help worthy folks with their problems, often in a forceful and exotic way. These three women tend to act instead of speaking, and their method is to empower those they help instead of solving their problems for them.

Billi's Wife, high elf magic user level 10, druid level 10; hp 46; AC 3; MV 12"; #AT 1; D 1d8+3; AL CG; wears leather armor and carries scimitar.

> Str; 12 Int 18; Wis 15; Dex 16; Con 13; Cha 18; Com 24.

Dusty's Wife, wood elf fighter level 10, magic user level 10; hp 50; AC -3; MV 12"; #AT 2; D 1d8+3; AL CG; wears plate mail and carries long sword.

> Str 17; Int 19; Wis 8; Dex 17; Con 16; Cha 16; Com 23.

Frank's Wife, grey elf cleric level 10, thief level 10; hp 70; AC 1; MV 12"; #AT 1; D 1d8+2; AL CG; wears leather armor and carries long sword.

> Str 12; Int 11; Wis 18; Dex 19; Con 8; Cha 17; Com 22.

* Note that levels for all above may exceed level limits because the above weren't trained using human guilds.

The Toybox: New Weapons I

by Nicole Massey

I've garnered a reputation among friends and acquaintances as someone who is good at providing statistics for weapons in role-playing games. This has also been something of a passion of mine, as I run my primary game world in three different systems – First Edition AD&D, Rolemaster 2, and Artistry. (Artistry is currently unpublished, and is a game of my own design, with a lot of help from others.) To this end I've had to convert all weapons across all three systems, meaning I've had to fill in the gaps between AD&D and Rolemaster, which has been interesting. For example, Rolemaster starts with a single generic pole arm. I've also encountered other weapons that I felt needed inclusion in the game. To that end, the next few Toy Box columns will include these weapons.

Some folks may have noticed the slightly different fields in the formats I use for items. These all stem from the Commonly Purchased Items and Services spreadsheet, which I hope to get into netbook format when time permits and we can figure out the exact layout we're going to use. Some explanation might be helpful.

Each item has a wide range of statistics, including combat values. Yes, you saw that right, there are combat values for any item that is small enough and maneuverable enough to use for offense or defense. This allows a lot more flexibility, and gives the referee the option of letting characters take a weapon proficiency in chair or frying pan if he or she is so inclined.

Unit Size: how many of the item is purchased for the price indicated.

Encumbrance: how much encumbrance (in gold piece value, of course) the item consumes.

Length and Width: Size of the weapon in feet or inches, the actual measurement.

HP/DP: number of hit points or damage points (for structures) the item can take before becoming unusable.

AC/AC Modifier either provides the armor class the item provides (mostly in the case of armor), or if it's a negative number it is the modifier to armor class when used as a defensive item.

The same goes for THAC0/To Hit Mod – this either covers the value to hit armor class 0, or a modification to that value. THAC0 mostly applies to siege engines and other things that have their own to hit value.

Storage capacity is how much in gold pieces one can store in the item. This may seem a bit odd but any container that has an end that is sealed or can be sealed can hold things.

All other values are self-explanatory. A double dash means the particular statistic is not applicable for that particular item.

So, now, on to the weapons. Note: if you have any weapons you can't find, shoot me an email and I'll see what I can dig up. Also check the Dragondex for any weapons you haven't been able to find.

Category: Arms – Blades

Estock

Unit size:	Each
Price:	16gp
Encumbrance:	0
Length:	3'-6'
Width:	6"
HP/DP:	n/a
Damage (S/M):	1d6
Damage (L):	1d6
Speed:	4
Rate of Fire:	-
Range (S):	7'
Range (M):	8'
Range (L):	9'
AC/AC Mod:	0
THAC0:	0
Storage Cap:	0
Where Found:	Weaponsmith

When Found:	Medieval
Zone:	Any

This weapon is ostensibly a sword, as it has a double-edged blade at part of its length. However the lower part of the blade is unedged, while the point is sharp. This is a weapon specifically designed to pierce armor, especially plate, to deliver killing blows against downed opponents by penetrating the metal plates of the armor. The user places one hand on the grip and the other on the non-edged part and stabs his or her target. (Converted from Rolemaster)

Main-Gauche

Unit size:	Each
Price:	3gp
Encumbrance:	20
Length:	0.5' to 1.5'
Width:	6"
HP/DP:	n/a
Damage(S/M):	1d4
Damage (L):	1d3
Speed:	2
Rate of Fire:	-
Range (S):	-
Range (M):	-
Range (L):	-
AC/AC Mod:	-1
THAC0:	0
Storage Cap:	0
Where Found:	Weapon smith
When Found:	Renaissance
Zone:	Any

A dagger with a protective sheet of metal attached at the quillions base and the pommel, providing knuckle and hand protection and designed for the offhand as a parrying and attack weapon

Matu

Unit size:	Each
Price:	3gp
Encumbrance:	75
Length:	5.5' to 6'
Width:	10" to 18"
HP/DP:	n/a
Damage (S/M):	1-8
Damage (L):	1d6
Speed:	7
Rate of Fire:	1
Range (S):	1
Range (M):	1
Range (L):	1.5
AC/AC Mod:	--
THAC0:	0
Storage Cap:	0
Where Found:	Armorer
When Found:	Primitive
Zone:	Any

A buckler shield with two gazelle or other similar animal horns mounted to it. It provides excellent defensive capabilities and some minor offensive uses. This weapon is similar to the sang khaw from the Oriental Adventures setting, but originates in Africa.

Poniard

Unit size:	Each
Price:	2gp
Encumbrance:	10
Length:	2'
Width:	0.5"
HP/DP:	n/a
Damage (S/M):	1d6
Damage (L):	1d6
Speed:	3
Rate of Fire:	-
Range (S):	6'
Range (M):	7'
Range (L):	8'
AC/AC Mod:	0
THAC0:	0
Storage Cap:	0
Where Found:	Weapon smith
When Found:	Medieval
Zone:	Any

A slim metal shaft, similar to a shortened foil blade, with a chisel point on the end, specifically designed to penetrate the cracks in metal armor.

Sword, Foil

Unit size:	Each
Price:	3gp
Encumbrance:	0
Length:	2.5' to 3.5'
Width:	5"
HP/DP:	n/a
Damage (S/M):	1d4
Damage (L):	1d3
Speed:	2
Rate of Fire:	-
Range (S):	7'
Range (M):	8'
Range (L):	9'
AC/AC Mod:	0
THAC0:	0
Storage Cap:	0
Where Found:	Weapon smith
When Found:	Renaissance
Zone:	Any

An unsharpened parrying and practice rapier, much slimmer than a standard rapier blade. Usually blunted, but sometimes pointed.

Sword, Rapier

Unit size:	Each
Price:	15gp
Encumbrance:	35
Length:	3'-5'
Width:	1"
HP/DP:	n/a
Damage (S/M):	1d6+1
Damage (L):	1d8+1
Speed:	4
Rate of Fire:	-
Range (S):	-
Range (M):	-
Range (L):	-
AC/AC Mod:	--
THAC0:	0
Storage Cap:	0
Where Found:	Weapon smith
When Found:	Renaissance
Zone:	Any

A very slim sword with a very sharp double edge and point designed to pierce and slash. This weapon cannot parry heavier blades like broadswords or mass weapons, so dexterity is a factor in keeping from being hit in such situations.

* * *

Of course fighters can use all of these weapons, while none of them are available to clerics, druids, or monks, though any class that can use a shield can use a matu. Magic-users and illusionists can use poniards and main gauche, but none of the rest. Thieves can also use the poniard, estock, or main gauche, while assassins can use all of them like fighters. Cavaliers eschew the matu, but can use the rest, while paladins also avoid the foil and rapier. Rangers can use any weapon, but will tend to not use foils, rapiers, or poniards and estocks. There you have it. Next time more weapons.

Weapon vs. Armor Adjustments table

AC	0	1	2	3	4	5	6	7	8	9	10
Estock	-8	-7	-6	-5	-4	-3	-2	-1	0	-1	0
Main-Gauche	-4	-4	-3	-3	-2	-2	0	0	1	1	3
Matu	-7	-6	-5	-4	-3	-2	-1	0	0	0	1
Poniard	-8	-7	-6	-5	-4	-3	-2	-1	0	-1	0
Sword, Foil	-8	-7	-6	-5	-4	-3	-2	-1	0	-1	0
Sword, Rapier	-5	-4	-3	-2	-1	0	1	1	2	3	4

Spell Caster's Paradise I: Beefing Up Cure X Wounds Spells

This monthly column features new spells.

by Bryan Fazekas

A couple of years ago I initiated an online discussion regarding beefing up AD&D clerical **Cure X Wounds** spells. Magic user spells grow significantly with level, yet a 20th level cleric can still produce a 1 hp **Cure Light Wounds** (CLW). It didn't seem right but I was lost in my search for a way to beef things up without over doing it.

People responded with a number of interesting ideas, some of which were far more complicated than I had any interest in figuring out during a game. Others produced ideas like adding the cleric's level to the cured hit points value, e.g., a **CLW** cast by a 5th level cleric would heal 1d8+5 hp of damage. Or adding half the cleric' level to the amount healed. This sounded close but wasn't quite what I wanted.

Another problem was the way the **Cure Light**, **Serious**, and **Critical Wounds** spells were not an even progression. I have yet to understand the progression, other than maybe evening out the cleric spell lists?

The solution to my quandary came from Frank Mentzer, author of the *D&D Basic/Expert/Companion/Masters/Immortals* (BECMI) sets. He posted what he would have done had he written AD&D 2E, which was to make five **Cure X Wounds** spells for spell levels 1 to 5. Each level heals 1d8 hp times the level of the spell, e.g., the Level 3 spell cures 3d8 hp of damage. This evens out the progression and better addresses the needs of higher level adventuring.

In my campaign I replaced the original **Cure Light**, **Serious**, and **Critical Wounds** spells with the following spells. I use the same system for druids as well.

Disclaimer: Frank Mentzer is the real author of these spells. I was simply the scribe, recording his ideas.

Frank further postulated a system for improving results as the cleric's level increases. Instead of boosting the maximum hp healed, Frank's system raises the minimum healed. I have included this as an optional rule in the following five spells.

Cure Light Wounds

Level:	Cleric 1
Type:	Necromancy
Reversible	
Range:	touch
Duration:	Instantaneous (Permanent)
Area of effect:	Creature Touched
Components:	V, S
Casting Time:	5 segments
Saving Throw:	None

Cure Light Wounds allows the cleric to lay hands upon a wounded creature, healing up to 1d8 hit points of damage to the spell's beneficiary. This spell does not heal disease, reattach limbs, or bring back the dead, nor can it add hit points beyond a character's normal maximum number. Non-corporeal creatures are not affected by this spell, nor are undead, or creatures harmed only by iron, silver, or magical weapons.

The reverse of the spell operates in the same manner (although requiring a to hit roll), inflicting 1d8 hit points of damage. If the cleric fails to hit while casting **Cause Light Wounds** the spell is lost.

Optional:

Level	Points Healed
1	1d8
3	1d6 + 2
5	1d4 + 4
7	1d2 + 6
9+	8

The level of the cleric casting the spell may affect the minimum hit points healed by this spell. The roll used to determine the number of points of damage healed changes every 2 levels, increasing the

minimum value while not altering the maximum value. Regardless of caster level this spell heals a maximum of 8 points of damage.

Note: This optional rule applies only to curing of wounds. Caused wounds are rolled normally, e.g., 1d8.

Cure Moderate Wounds

Level: Cleric 2
Type: Necromancy
Reversible
Range: touch
Duration: Instantaneous (Permanent)
Area of effect: Creature Touched
Components: V, S
Casting Time: 6 segments
Saving Throw: None

A benison similar to **Cure Light Wounds**, this spell permits the cleric to lay on hands for 2d8+1 hit points of healing. The spell's limits are otherwise similar to those of **Cure Light Wounds**. The reverse of the spell (**Cause Moderate Wounds**) inflicts damage rather than healing, requiring that the cleric successfully touch the target.

Optionally, the level of the cleric casting the spell may affect the minimum hit points healed by this spell while not changing the maximum healed.

Level	Points Healed
3	2d6 + 5
5	2d4 + 9
7	2d2 + 13
9+	17

Note: Caused wounds are rolled normally, e.g., 2d8+1.

Cure Serious Wounds

Level: Cleric 3
Type: Necromancy
Reversible
Range: touch
Duration: Instantaneous (Permanent)

What Does That Spell Cost?

Pages 103 and 104 of the Dungeon Masters Guide contains a section on hiring NPC clerics to cast spells. There is a table listing suggested costs. The following table extends the figures for Cure spells to cover all spells listed in this article.

Note that the cost of NPCs casting spells may vary by locale, NPC alignment, difference between the PC and NPC alignment, and/or DM fiat.

Spell	Cost (GP)
Cure Light Wounds	100
Cure Moderate Wounds	225
Cure Serious Wounds	350
Cure Grievous Wounds	475
Cure Critical Wounds	600

Area of effect: Creature Touched
Components: V, S
Casting Time: 7 segments
Saving Throw: None

A benison similar to **Cure Light Wounds**, this spell permits the cleric to lay on hands for 3d8+2 hit points of healing. The spell's limits are otherwise similar to those of **Cure Light Wounds**. The reverse of the spell (**Cause Serious Wounds**) inflicts damage rather than healing, requiring that the cleric successfully touch the target.

Optionally, the level of the cleric casting the spell may affect the minimum hit points healed by this spell while not changing the maximum healed.

Level	Points Healed
5	3d4 + 14
7	3d2 + 20
9+	26

Note: Caused wounds are rolled normally, e.g., 3d8+2.

Cure Grievous Wounds

Level: Cleric 4
Type: Necromancy
Reversible
Range: touch
Duration: Instantaneous (Permanent)
Area of effect: Creature Touched
Components: V, S
Casting Time: 8 segments
Saving Throw: None

A benison similar to **Cure Light Wounds**, this spell permits the cleric to lay on hands for 4d8+3 hit points of healing. The spell's limits are otherwise similar to those of **Cure Light Wounds**. The reverse of the spell (**Cause Grievous Wounds**) inflicts damage rather than healing, requiring that the cleric successfully touch the target.

Optionally, the level of the cleric casting the spell may affect the minimum hit points healed by this spell while not changing the maximum healed.

Level	Points Healed
7	4d2 + 27
9+	35

Note: Caused wounds are rolled normally, e.g., 4d8+3.

Cure Critical Wounds

Level: Cleric 5
Type: Necromancy
Reversible
Range: touch
Duration: Instantaneous (Permanent)
Area of effect: Creature Touched
Components: V, S
Casting Time: 9 segments
Saving Throw: None

A benison similar to **Cure Light Wounds**, this spell permits the cleric to lay on hands for 5d8+4 hit points of healing. The spell's limits are otherwise similar to those of **Cure Light Wounds**. The reverse of the spell (**Cause Critical Wounds**) inflicts damage rather than healing, requiring that the cleric successfully touch the target.

Optionally, the level of the cleric casting the spell may affect the minimum hit points healed by this spell while not changing the maximum healed.

Level	Points Healed
9+	44

Note: Caused wounds are rolled normally, e.g., 5d8+4.

This bonus cleric spell is the antithesis of the Cure Wounds spells!

Righteous Rage

Level: Cleric 5
Type: Enchantment/Charm
Range: touch
Duration: 1 round/level
Area of effect: one person
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

A spell often used by clerics who worship gods of war, the Righteous Rage spell is similar in effect to the spell Aid, although with a far greater benefit. The cleric (or other person) under the effects of the spell gains +2 to hit and damage, +2 to all saving throws, and receives a temporary boost of hit points equal to 1d8 + the caster's level, e.g. a 9th level caster receives 1d8+9 temporary hit points.

While under the effects of the Righteous Rage, the cleric is immune to all fear and charm effects, and radiates such am powerful aura that all turning attempts are treated as if the cleric is 1 level higher. The material component is the cleric's holy symbol.

Source: Andrew Hamilton

Spell Caster's Paradise II: More Spells

by Nicole Massey

Finefingers

Level:	Magic User 1
Type:	Alteration
Reversible	
Range:	touch
Duration:	special
Area of effect:	special
Components:	S
Casting Time:	1 segment
Saving Throw:	special

When cast this spell grants a +1 or +5% bonus per level of caster for fine motor skill movements. This relates to thieving skills like open locks or find/remove traps as a direct bonus to the percentage, +1 for every 5% of bonus on dexterity based activities, and commensurate bonuses for skills requiring dexterity as a primary component, like rope use, weapon smithing, etc.

The reverse, Fumblefingers, does exactly the opposite to the target touched. Fumblefingers can be cast on a weapon or item, so a magic-user can cast it on a cloak or shirt, and a thief trying to backstab will suffer the effects of the spell. The duration for Finefingers is 1 turn, while that for Fumblefingers is 1 continuous combat.

FarBow

Level:	Magic User 3
Type:	Alteration
Range:	touch
Duration:	1 round/level
Area of effect:	bow or missile weapon touched
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	none

When this spell is cast on a bow or other missile weapon all ranges greater than point blank are doubled. This spell does not affect point blank or inside ranges.

Piercing

Level:	Magic User 3
Type:	Evocation
Range:	Touch
Duration:	Special
Area of effect:	1 pointed or sharpened missile
Components:	V, S, M
Casting Time:	3 Segments
Saving Throw:	None

When cast on an arrow or other pointed missile and fired the missile will penetrate the target and lodge in targets behind the target, up to the number of targets equal to the caster's level. So for example, a rank of warriors in formation marching two abreast hit by such a missile enchanted by a 10th level caster would suffer the effects of the arrow going through the first ten combatants. The missile has to hit each target to do damage, and also for one level to be used up, so if the missile missed the third person in the line then it would potentially harm the eleventh in the above example. The material component for this spell is a bit of grease rubbed on the point or edge of the weapon. Note that larger weapons like throwing axes and daggers will "skip" off targets and bounce into the later ones.

Giant Strength

Level:	Magic User 4
Type:	Alteration
Range:	Touch
Duration:	6 turns/level
Area of effect:	Person touched
Components:	V, S, M
Casting Time:	1 turn
Saving Throw:	None

When cast on a fighter or fighter sub-type or any martial artist this spell raises the target's strength to a strength of 19-25. For each four levels the spell caster has above 6th the strength is raised 1 point from a starting total of 18, so a 7th level caster

would grant a strength of 19, a 11th level caster would provide a 20, etc. For non-fighter types the target's strength is raised to 19 for the duration of the spell. The material component of this spell is a lock of hair from any type of giant, though the type of giant limits the spell to the strength of that particular giant type.

More bonus spells from the mind of Andrew Hamilton

Mighty Blow

Level:	Magic User 1
Type:	Conjuration/Summoning
Range:	touch
Duration:	one punch
Area of effect:	one target
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	see below

Researched by a magic-user who was involved in a few too many bar room brawls, the mighty blow spell allows a magic-user to deliver a single punch of incredible force. The mighty blow provides a damage bonus of +1 hp/caster level (to a maximum +12 damage) to a punch or kick. In addition (if using Appendix Q, System II in Unearthed Arcana), the blow is treated as "large, hard" object, and the caster's level is added to their strength to determine stunning likelihood. In all cases, the target must save verse death magic or be knocked prone.

The spell is only good for a single blow, but the spell remains active for 1 round/3 levels of the caster. For example, a 1st level caster must land the mighty blow during the 1st round, or the spell dissipates. A 4th level caster could swing and miss in the 1st melee round, but would still have a chance to deliver the blow in the 2nd melee round.

There is no saving throw against the damage or the increased knock-out percentage, but there is a save against the knock-down. The material component of the spell is a few hairs from a mule's tail.

Note: this spell would be suitable as a 2nd level spell (5 segment casting time) for clerics who worship gods of battle or strength.

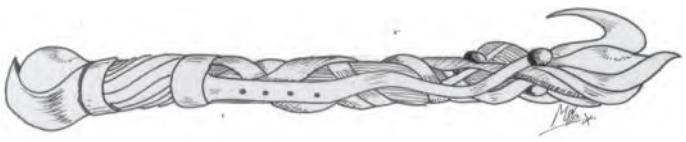
Mighty Throw

Level:	Magic User 1
Type:	Evocation
Range:	0"
Duration:	1 round
Area of effect:	caster and one item
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	N/A

This spell allows a magic-user to throw an object a great distance. The caster is able to throw an item with a maximum weight equal to (2 x Strength score) + (5 x his level), and throw that weight a distance equal to (2 x Strength) + (5'/level).

If the object being thrown has a weight of 1/2 to 3/4 the maximum allowable weight, the distance thrown is increased by 50%. If the object being thrown has a weight of less than 1/2 the maximum allowable weight, the distance that the object can be thrown is doubled.

For example, a 1st level magic-user with a Strength of 10 can throw a 23 lb weight a distance of 25'. A 10th level magic-user with a Strength of 10 would be able to throw a 50 lb object a distance of 70'.



Domiciles & Emporia: H'bort's Scrap & Armaments

Used Armor & Weaponry

by Nicole Massey

Owner: H'bort Fenster is a gnarled and twisted dwarf of a man, possibly the most time worn human in the city. He doesn't like anyone, and the feeling is mutual for most folks. He prefers to be left alone when he's not either buying or selling something. He's five foot even, with stringy grey hair and brown eyes that are almost black. His time in his scrap yard has given him a deep rich tan, and he seems to be impervious to temperature changes, always wearing a loincloth and sandals under a thin robe cut at the knees and with no sleeves. ("They just get in my way.")

H'bort Fenster; human; AC6; MV 12"; C/A 3/3; HP 22; #AT 1; D 1d6+3; unarmored and mace

Spells: Detect Magic (x2), Cause Light Wounds (x2), Hold Person (x2).

Hours of Operation: Sunrise to sunset, and he's always here. See below for info on nighttime activities.

Exterior Description: This broken down warehouse has seen better days. Windows are high up and full of roundel glass, so it's rough to see past the swirls to find anything inside. The building is of weathered stone in regular blocks, and the roof is a mixture of old wooden shingle and thatch, which leaks in the rain and lets the temperature in. The large exterior doors are most often locked, so anyone doing business uses the set of normal sized double doors, which can be a pain when selling large amounts of armor or weaponry.

Interior Description: The inside of the warehouse is full of rows of armor pieces, worn or broken weaponry, and other metal items in piles and rows. The condition ranges between fair and rusty. Inside the double doors there's a large vardo (gypsy wagon) with a yoke for four horses – this is where H'bort lives and conducts his business. Further back is another smaller vardo, and this is where his "assayer" lives, the hedge mage Noreth the Helpful.

Noreth the Helpful; human; AC10; MV 12"; MU2; HP 6; #AT 1; D 1d4; unarmored and dagger

Spells: Identify, Detect Magic.

Price Range: Cheap to Fair

Quality Range: Shoddy to Fair

Outstanding Items: None, any magical items are quickly identified by Noreth and disappear soon afterward.

Cash Box: H'bort keeps a safe in his vardo, and he keeps current transactions on his person. The safe is a very hard one to pick. (-40% to picking rolls)

Occupants:

Staff: H'bort has eight guards he pays to protect the building. None of them like him in the least, but he pays well.

Guard 1; Human; AC 5; MV 9"; F4; hp 44; #AT 1; D 2d4+1; AL LN; broadsword

Guard 2; Human; AC 5; MV 9"; F1; hp 9; #AT 1; D 2d4; AL LN; broadsword

Guard 3; Human; AC 5; MV 9"; F2; hp 14; #AT 1; D 1d8; AL LN; long sword

Guard 4; Half Orc; AC 4; MV 9"; F1; hp 12; #AT 1; D 1d6+3; AL LN; club

Guard 5; Human; AC 5; MV 9"; F1; hp 8; #AT 1; D 1d4+1; AL LN; hammer

Guard 6; Human; AC 5; MV 9"; F3; hp 34; #AT 1; D 2d4+1; AL LN; broadsword

Guard 7; Half Elf; AC 3; MV 9"; F2; hp 16; #AT 1; D 2d4; AL LN; broadsword

Guard 8; dwarf; AC 5; MV 9"; F1; hp 13; #AT 1; D 1d8+4; AL LN; battle axe

Customers: 1d4 customers will wander around the space, pulling items out from piles of stuff. They're always escorted by a guard.

Loiterers: 1d4 loiterers will look at things and try to get an idea of what is what and what it might be worth. There's a 5% chance a thief will be there casing the joint, as H'bort is rumored to have a lot of money. Guards accompany these as well, and no one is allowed to wander without an escort, so some may be by the doors waiting for a guard to free up.

NPC Encounters: Just about anyone looking for cheap weapons and metal armor will be here. A large portion of the militia got their first weapon and armor here, and many of them still wear and use their purchases years later.

Special Options: H'bort isn't what he seems to be. He's an orc polymorphed into a human shape. He runs this business strictly to get decent weapons to support his orc band, and this is why magic items and weapons of quality are never found here. He closes at sundown because he does his real business at night, sending the items of quality to his brethren. The eight guards will reveal, if questioned, that H'bort does business at night too, but that he orders them away when it's going on, as he doesn't need them for these transactions. He also claims that at night they're needed to guard, not meddle in his affairs.

H'bort carries a **Mace +2** at all times. Noreth doesn't know about any of this, as he's a rather clueless man who spends all his time identifying magic items. (It's his only spell, as he's a hedge mage, not a real magic-user)

Additional Information: H'bort will buy weapons and armor from player characters at one fourth the listed prices for low quality items and one third the price (rounded down, of course) for things of better quality. He sells everything at half the listed price, but remember anything of decent quality is already in an orcish hand somewhere. There is a 2% chance that any second encounter with an orcish band in the area will produce a weapon or piece of armor that the party sold to H'bort before, which may clue them in to the fact that something odd is going on here. If H'bort is attacked he'll rely on his mace, saving his hold person spell to the very last minute. He'll cry out, "Help, Guards! Thieves!" He hopes his guards will keep the attackers from harming him so he can keep doing business. He knows that casting a spell means he's out of business. He will try to get the guards to distract the attackers so he can backstab them when they're not looking.

Bolts of Lightning

by Bryan Fazekas

These bolts are normally light crossbow bolts, although heavy crossbow bolts may be found. When striking a target a Lightning Bolt is unleashed, consuming the bolt.

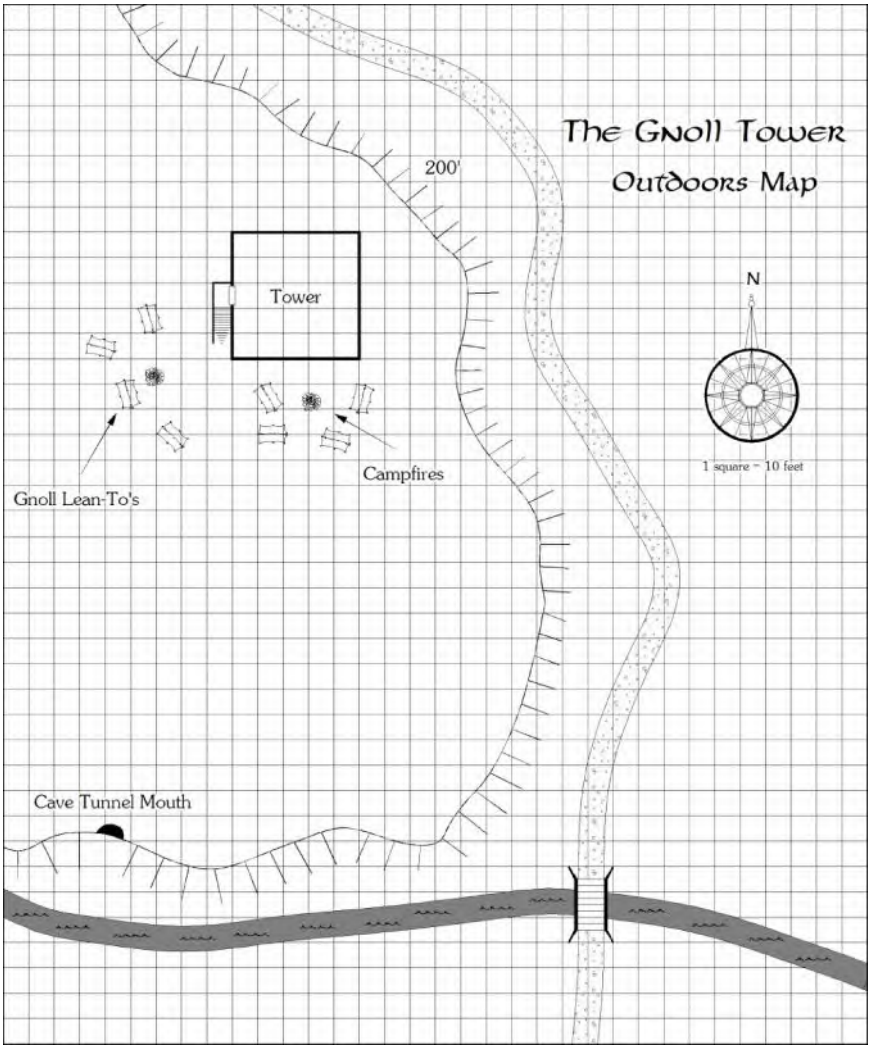
The lightning bolt inflicts 6d6 points of damage, and the creature struck by the crossbow bolt receives no saving throw, but any creatures in the path of the lightning stroke do. Whether striking a target or not, the bolt will break.

Note that the lightning stroke is 5’ wide and 30’ long. If a solid object is within the stroke, say a stone wall, the stroke will rebound to its full length, e.g., if a wall is 10’ behind the victim the stroke will rebound 20’, enveloping the shooter if she is within 20’ of the target.

Mini-Adventure: Gnoll Tower

by Dan Rasaiah

A gnoll war-band has overrun a local watchtower and slain the garrison. From this base they are raiding the surrounding area and caravan routes. A gnoll shaman (Hroggnysh), has taken residence in the tower, as the psychotropic mushrooms growing in the cellar are ideal for the concoction of 'Urrngu' which is ritually smoked during ceremonies worshipping Yeenoghu.



The storyline? The DM may choose

1)The PC's have been sought by the authorities to investigate the tower;

2) The PCs happen along the road by the tower; or

3) The PCs are searching for a local's missing daughter (Emelie).

The Garrison

Unless noted, all gnolls are: 2 HD; MV 12"; #At 1; Dam 1d8; Align CE; armed with long swords and wear chainmail (AC5) and may have a shield (AC4).

2 gnoll leaders: AC4, hp 16, 16; XP 83, 83. purse: 6ep, 7gp each.

32 gnoll infantry troops: AC4; hp 10 each; XP 40 each; purse: 6ep, 5gp each.

16 gnoll archers: AC5, hp 10 each; XP 46 each; great bow (# Att 2; D 1d6); purse 7ep, 4gp each.

4 gnoll hyena handlers: AC5, hp 12 each; XP 52 each; whip; purse: 7ep, 10gp each.

8 hyenas (Hp 12, XP 74)

The Tower

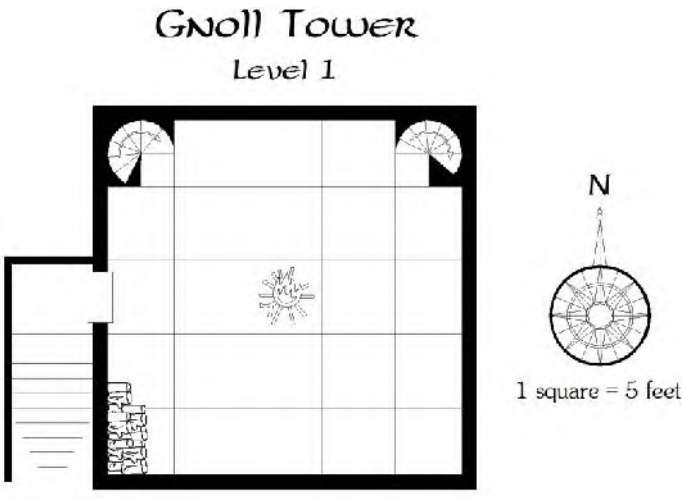
The power is a simple 50' square two story structure atop a 200' hill overlooking a trade road. The south-east corner wall of second story is partially collapsed. The tower surrounded by ten makeshift lean-to shelters. Half the gnoll garrison is located here at any time, with the other half off patrolling/raiding.

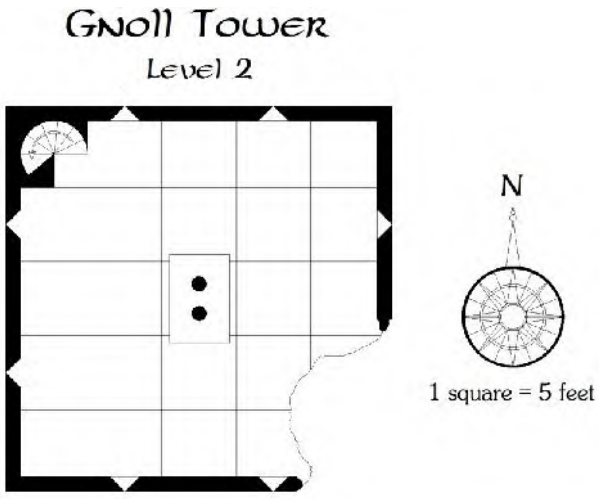
Tower Level 1

The gnoll chieftain is normally here, accompanied by a pair of visiting flinds.

Gnoll chieftain: AC 4; HD 3; hp 22; XP 148; two-handed sword (Dam 1d10); purse 61sp, 46 ep, 74 gp, 3 gems 50gp.

Flind couple: AC 5; HD 2+33; hp 17, 12; XP 108, 88; flindbar (Dam 1d8), long sword; purse: 22sp, 34 ep, 12gp, necklace 60gp.





Tower Level 2

Hroggnysh: 5th level shaman; hp 32; XP 467; triple flail; purse: 23ep, 31gp, chalice 24gp, ring 80gp ("Emelie" engraved on band); Rope hemp 100', **Potion of Climbing**.

> Spells: Cure Light Wounds, Darkness, Protection From Good, Augury, Speak With Animals, Resist Fire, Prayer.

2 gnoll attendants: 1st level shaman; hp 17, 14; XP 141, 132; triple flail; purse 9ep, 8gp each.

> Spells: Darkness, Protection From Good.

2 gnoll leader bodyguards: hp 16, 16; XP 83, 83; long sword; purse: 6ep, 7gp each.

Huge hyena: AC 7; HD 3; hp 22; XP 141; MV 12"; #At 1; Dam 2d8; Align N. Fights to the death.

Room doubles as a shrine, all gnolls present will be high on Urrngu: bonuses to Yeenoghu followers: +1 to saving throws,+1 damage, +1d6 temporary hp, no morale checks, 3/2 attacks, -1 to hit penalty. The effects last for 2d4 turns and the recipient must rest for 1d4+6 hours after inhaling.

Cellar/Redoubt

Stolen goods (worth 500 gpv) are stored here. The gnolls will fall back to this room and make their last stand. Supply stacks act as 50% cover (-4 AC). There is a giant rat hole SE corner

Shroom Room

Guarded by 2 hyenas (hp 14, 13, XP 78, 76), there is putrefying food with purplish mushrooms growing here (Poison type A if ingested). Secret door in SE corner

Cave Passage

5 piercers (AC 3; HD 2; hp 12 each; XP 54 each; Mv 1"; #At 1; Dam 1d6; Align N) hunt giant rats here.

There is a rat hole half way down passage, (halfling or smaller can fit through), leads to small warren with 4d6 giant rats here at any one time. Giant rats: AC 7; HD 1/2; hp 3 each; 10 XP each; Mv 12"; #At 1; Dam 1d3; Align N(E). Another passage from the warren links to cellar.

Pool

Pool is 10' deep, fed by small (1' thick) cracks. Skeletal remains of human in banded mail, shield, short sword on pools edge. 14gp 21ep

Grey ooze (AC 8; HD 3+3; hp 25; XP 325; Mv 1"; #At 1; Dam 2d8; Align N) covers 30 sq ft of ceiling. There are two sets corroded chain mail, a shield, and short sword on ground as well as assorted gems worth 43gpv.

Cave Passage

Upward sloping, 12 stirges roosting (hp 6, XPV 47).

Cave Exit

With daylight shining through, partially obstructed by heavy vine creepers growing down, this exit is 20' up a dry creek bed wall. Make a Dex check when exiting via creeper vines. A fall results in 3d6 damage, save for half.

Bridge Crossing

There is a 30% chance a Gnoll patrol waiting for passing caravans. The patrol will be: 8 gnoll infantry, 4 gnoll archers, 1 hyena handler, 2 hyenas, and 1 gnoll leader (see area 2 for stats).

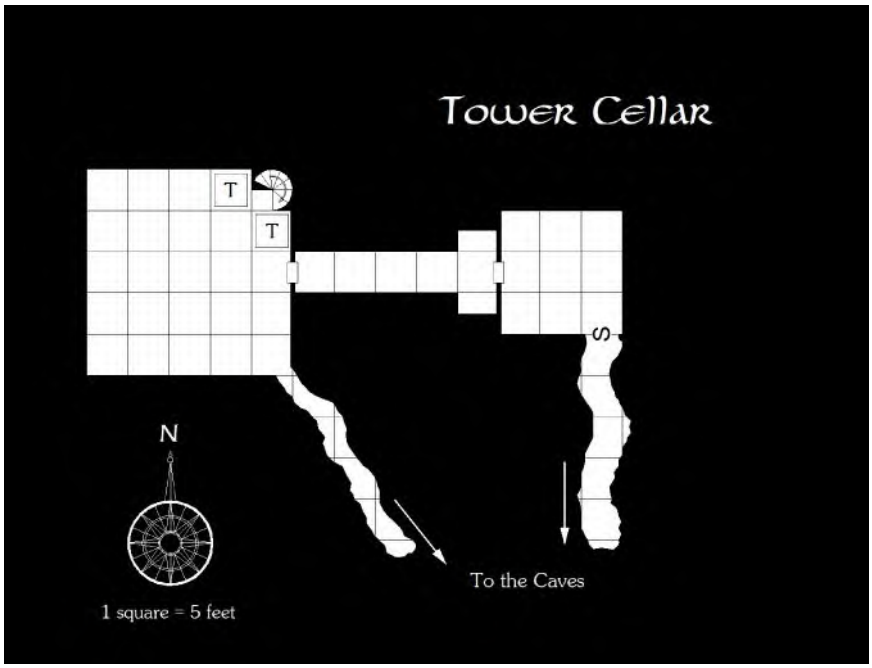
Continuing the Adventure

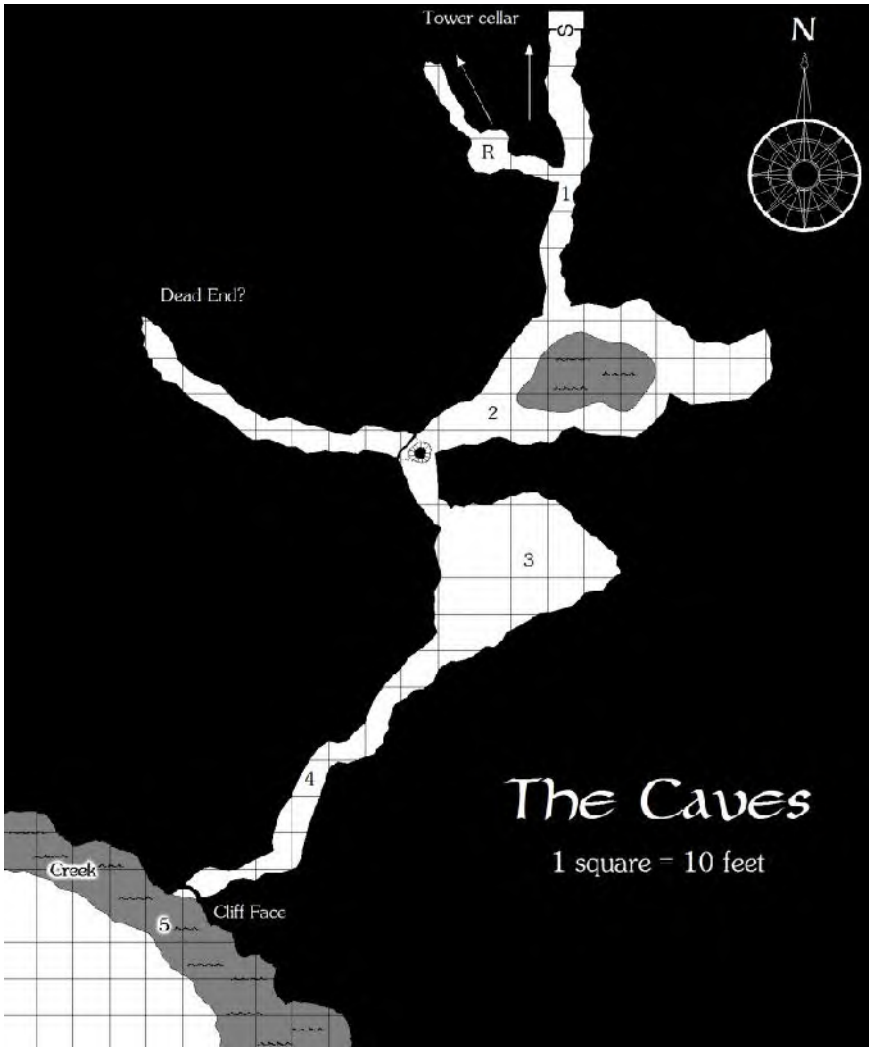
Now that the Urrngu supply chain has been interrupted, local gnoll tribes/shamans will be investigating … there is a potential adventure for the party to 'defend the tower'.

Since there is no evidence of Emelie's death, other than her bracelet, it may be that she is alive. The party may be hired to find her or evidence of her death.

Emelie's bereaved family offers a bounty for gnoll scalps, leading to gnoll hunts.

Sketches and symbols in the shrine room portray construction of a Yeenoghu ziggurat in the deep forest … a dangerous portent?





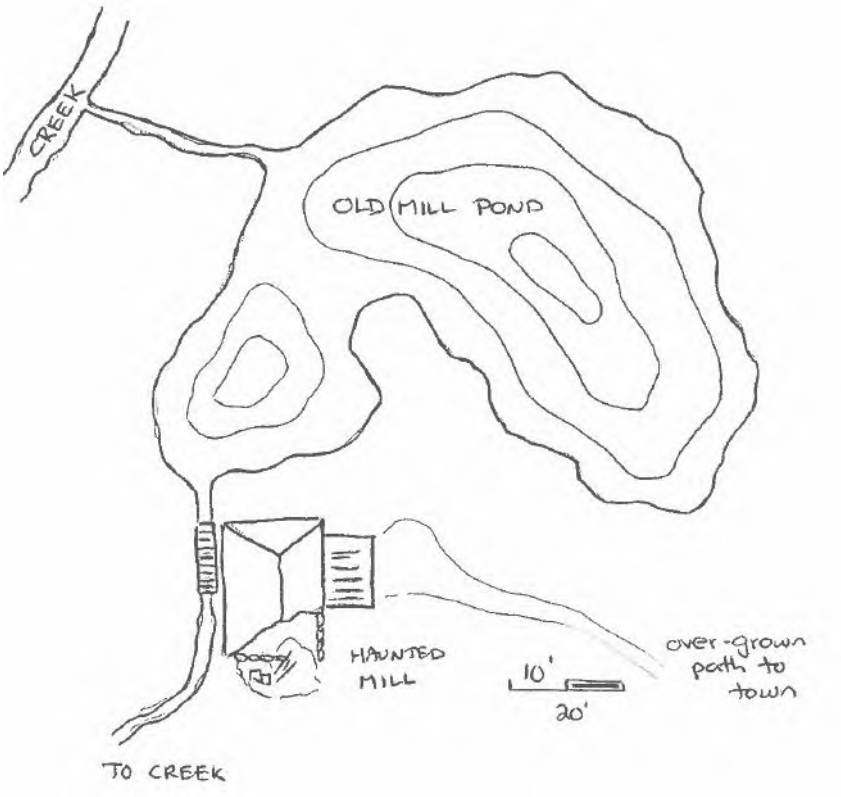
One Page Dungeon: Kelpies

by Andrew Hamilton

This column features an adventure which covers the front and back of 1 sheet.

Texts Required: PHB, DMG, Fiend Folio
Monster: Stirges, Alligators, Kelpie
Terrain: Hills,
Party levels: 3rd to 5th level, combined party levels of 22 to 26
Experience:

Total: 4,166 xp
Monsters: 1,764 xp
Treasure: 2,402 xp



The Set Up

There is a lot going on at the old mill, and the party could conceivably get there investigating the tales of a haunting and missing explorers, or they could get there following a flock of stirges.

The party hears a number of stories about a "haunted" mill-house, including tales that some local youths who went there on a "dare" a few weeks back went missing.

The local farmers are complaining that their livestock is becoming sickly and ill, like it is being preyed upon. A few days back, a local shepherd was found dead at his campsite. All signs point to stirges, and the locals would like someone to find their nest and deal with them.

The Old Mill

As noted in the "Set Up", the haunted mill house is a busy place, and both the building and the mill pond are home to monsters. If the party takes some time to scout the area, they will notice that part of the building's roof and wall has collapsed, and a large gaping hole provides easy access to the interior. There is a pile of camping supplies down by the mill-pond shore, and a canteen lying on the bank. It looks like there may have been a struggle there.

The mill pond (which is 1 to 2' shallow for only the first d6 feet from the bank, and then dropping to 6+d6' deep) is home to 3 large alligators that eat the fish in the pond, animals that come to the pond to drink, and the remains of the kelpie's victims. The alligators will begin to slowly drift toward the party, hoping to attack with surprise. They have learned to be patient however, and will wait until the kelpie charms a victim. If the charm is successful, the alligators will not attack the charmed individual, instead waiting to attack any rescuers. Fighting in the water, and the muddy bottom, is difficult for adventurers (but does not hamper the alligators).

Those fighting on the muddy bank or water up to the knee suffer a -1 to AC, initiative, and to hit.

Those in water deeper than the knee but up to the waist suffer a loss of all Dexterity bonuses, -1 to AC, and a -2 to hit rolls.

Those in water deeper than the waist and up to the shoulders suffer a loss of all Dexterity bonuses, -1 to

AC, and a -3 to hit & damage rolls, and may not use a shield.

Those swimming (i.e. are in water deeper than the shoulders) cannot use weapons which must be swung (i.e. no two handed swords, maces or axes), may not use shields, lose all Dexterity bonuses, and strike at -4 to hit. They will also be susceptible to drowning if wearing heavy armor.

A loud melee or commotion during the day will wake the stirges in the ruined building, and they will attack anyone on shore (the stirges will avoid the water as they cannot swim).

Alligators (x 3): AC 5, HD 3, HP 19 each, M 6"//12", ATK 2, Dmg 2d4 bite/d12 tail, SA surprise 3 in 6, SD n/a, AL N, Size L, XP 136 each (DM's note - as per crocodile in the Monster Manual)

Kelpie (x 1): AC 3, HD 5, HP 27, M 9"//12", ATK nil, Dmg nil, SA charm (save at -2), SD ½ damage from fire, AL Neutral evil, Size M, XP 300

Inside the ruined building the party will find a large nest of stirges (present during daylight hours, but absent during the night as they are out hunting). The stirges nest amongst the rafters, and the floor is covered with guano. The stirges will wake up if adventurers enter during the day, and drop from the rafters to attack (possibly gaining surprise).

Stirges (x 22): AC 8, HD 1+1, HP 6 each, Mv 3"/18", ATK 1, Dmg d3, SA attack as 4HD creature, blood drain after 1st hit, d4 damage per melee round up to 12 hit points maximum, SD n/a, MR Standard, AL N, Size S, XP 48 each

The Treasure

The stirges have no treasure, they prey on livestock and leave their victims where they attack them.

A substantial amount of treasure has collected in the pond, as a result of the kelpie and alligators' activities, but the treasure lies in the mud at the bottom of the mill-pond, and will require a great deal of effort to sift through the muddy bottom collecting coins, gear and other goods.

On the bottom can be found a backpack containing 2 steel vials of holy water and a **Potion of Healing**; several rusty weapons; a ruined longbow; a great helm; a suit of **Plate Mail +1** (which is scattered about and will be found in pieces); a belt pouch containing 53 sp and two 100 gp gems; a dagger with a 500 gp emerald in the pommel; a rusty long sword in a jeweled scabbard (the scabbard is magical, worth 300 xp, and 1/day any weapon drawn from the scabbard can create a faerie fire effect on a struck or touched target at the 7th level of effect); a water-logged and ruined book (which appears to have been a spell book!) and the covers are made of gold sheets (each worth 125 gp); and a gold armband (worth 350 gp). Several hundred silver pieces have sunk into the mud, which will make magic such as potions of treasure finding effectively useless as treasure will appear to be "everywhere".

Loose Ends

The ruined spell book may have remnants of a map in it, or be marked with the wizard mark of a well-known local magic-user (perhaps the book belonged to an apprentice of his). Returning it to the magic-user would help him "solve the mystery" of his missing apprentice, and might provide new adventuring opportunities for the adventurers.

Similarly, the plate mail might be emblazoned with the arms of a local noble family, and anyone wearing it will come to the attention of agents of that family, and have some explaining to do.

Short Sword of Lightning

by Bryan Fazekas

One of these rare blades is noticeable because the blade is made of glassteel and the grip of ebony. It identifies as a +2 weapon with no unusual qualities. However, on a natural 20 the sword generates a lightning bolt 30' long and 5' wide, which inflicts 6d6 points of damage. The creature struck gains no saving throw although others in the area do. When in hand the bearer receives the benefit of lightning resistance.

For Further Reading

This month's reading list includes some of the major AD&D related sites which feature interactive forums. Note that most, if not all of these forums will allow non-registered people to browse the forums, but posting requires registration. Please note that our final entry in this list is NOT a forum!

Canonfire

Web Site:

Forum: http://www.canonfire.com/cfhtml/modules.php?name=Forums

The Delver's Dungeon

Web Site: http://www.thedelversdungeon.com/

Forum: http://www.thedelversdungeon.com/forums/

Dragonsfoot

Web Site: http://www.dragonsfoot.org/

Forum: http://www.dragonsfoot.org/forums/

The Piazza

Forum: http://www.thepiazza.org.uk/bb/index.php

News Flash:

An & Magazine staff member will be interviewed on the 24 February 2013 issue of Roll for Initiative!

Roll for Initiative Podcast

Web Site: http://rfipodcast.com/show/

Their forum has a different URL and name, OSR Gaming: http://osrgaming.org/forums/

Gygax Magazine

Web Site: http://gygaxmagazine.com/

The TSR company name was abandoned by Wizards of the Coast nine years ago but has been re-invigorated by a group including Jayson Elliot, Ernie Gygax, Luke Gygax, Tim Kask, James Carpio, and Jim Wampler. Following is a quote from Tim Kask:

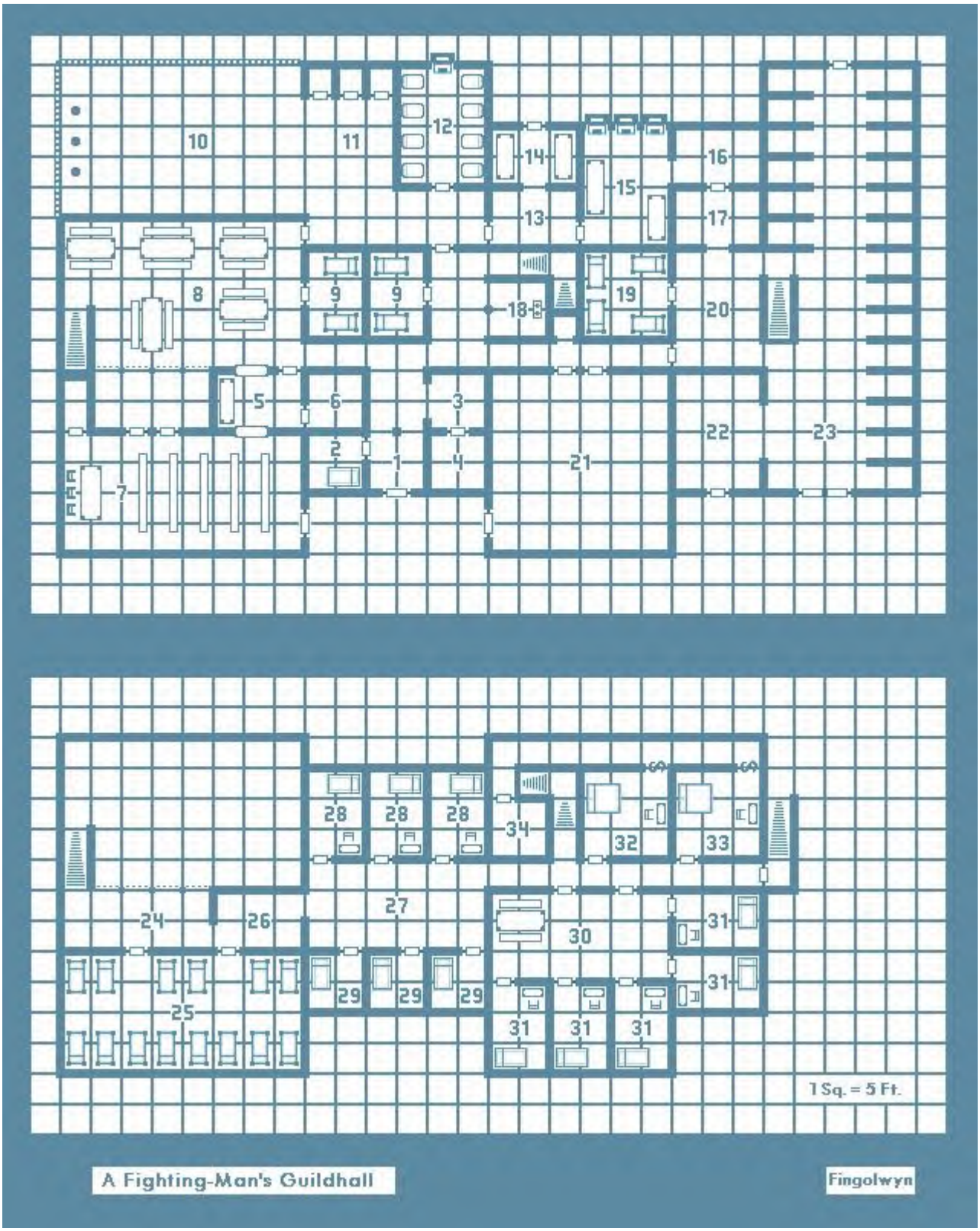
Gygax is a gaming magazine for new and old players alike. We are looking forward to the games of tomorrow and today, while preserving the traditions and history that got us where we are now.

Our articles and features cover current independent and major publisher games such as Pathfinder, Savage Worlds, The One Ring, Shadowrun, Godlike, Labyrinth Lord, Marvel Heroic Roleplaying, Warhammer 40k Roleplay, Traveller, and others, as well as classic out-of-print games with a modern following, like AD&D, Top Secret, and Gamma World.

Our features include comics by Phil Foglio (What's New With Phil and Dixie), Jim Wampler (Marvin the Mage), and Rich Burlew (Order of the Stick). Contributors include Jim Ward, Cory Doctorow, James Carpio, Ethan Gilsdorf, Dennis Sustare, and many more.

Map 1

Map by M.W. Poort AKA Fingolwyn



Each issue of **&** has a theme, and our goal is to ensure that at least 60% of the articles match that theme.

Why?

To give our readers as much of a good thing as we can!

Themes for upcoming issues include:

- Inner Planes
- Urban Adventures
- ???

What do YOU want to read?

Our readers should help decide what they read. Send your ideas for themes to: letters@and-mag.com

But … ideas are only half the picture! We need to fill in the other half, the articles! Do your part to keep **&** full of interesting things. Send your articles, monsters, spells, items, and anything else you can think of to: submissions@and-mag.com

Stay tuned for & Issue #5: Magic Items!

Coming in May 2013!

This issue may include:

Catching the Magic

Magic-User Apprentices and Assistants

Weapon of Change

When is a Weapon not a Weapon

Non-Violent Magic Items

Coming in May 2013, Issue #6: Wilderness Adventures

This issue may include:

Elven Horses

Magical Trees

New Wilderness Spells

Magical Grasses

The **& Publishing Group** publishes fantasy role playing game articles, fiction, columns, adventures, and related materials primarily focused on the *Advanced Dungeons & Dragons* ™ game. We also publish for *Advanced Dungeons & Dragons 2nd edition* ™ and all variants of the original *Dungeons & Dragons* ™, plus similar open source game systems including *OSRIC* ™, *Labyrinth Lord* ™, etc.

Article submissions must be in RTF, Microsoft Word, or OpenOffice format. Artistic submissions must be in a common format including JPG, PNG, TIF, and GIF. Other formats may be acceptable, please inquire before submitting. No submissions in non-digital format will be accepted excepting some extreme mitigating circumstances.

Please spell check and proof articles before submitting, and please submit only articles that are completed. Drafts and outlines will be rejected. Please note that **&** will copy edit articles for content or length at staff discretion, although we make every effort to preserve the author's style. Authors will be required to sign a release giving **&** permission to publish their works.

Please no articles or art of pornographic, graphic, or distasteful nature. **&** reserves the right to reject any material deemed objectionable. See the http://www.and-mag.com/ for detailed submission guidelines.